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KODAK 200-3
16
17
18
19
20
21
22
25
26

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CONTENTS

ISSUE THREE NOVEMBER 1992

REGULARS

NEWS 6
Final Fight, Land Stalker, Shadow of the Beast II, Road Rash II, Sensible Soccer, John Madden '93...

STAR PLAY 12
British Formula One driver Johnny Herbert takes a look at Ayrton Senna's Super Monaco GP II.

OOP YER WAY 56
This month we subject the customers of the Virgin Megastore in London to our interrogation.

MEGA FILE 78
The best and the worst of the beat'em–up genre are explored this month in full gory glory.

MEGAPHONE 80
Not satisfied with proving just how totally illiterate they are, our readers now feel the need for a more artistic outlet. Scribblings and scrawlings galore!

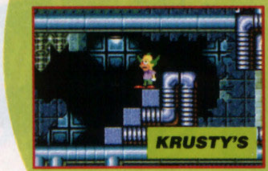
COMIC CULTURE

Japanese comic culture looks set to take over the world! We see how one of the world's largest mass market publishing phenomena effects the Mega Drive.

CD FEATURE

We tell you everything you ever wanted to know about the Mega Drive CD Rom system but were afraid to ask. What games can you look forward to? How does it work? Just read on...

PLAYERS' GUIDES



TERMINATOR

AYRTON SENNA'S SUPER MONACO..74
Four pages of guidance for this tricky little racing game. All of the maps and tactics you'll need to be world champ!

BATMAN 62
Check out our complete solution to the Caped Crusader's first platform beat'em-up bout on the Mega Drive.

DUNGEONS AND DRAGONS 58
Gerry and Dave's two part epic guide begins this month with the initial stages of this massive game. Maps and tips galore!

KRUSTY'S SUPER FUN HOUSE 66
Enlisting the help of Control's Mr Simmons we endeavour to bring you the definitive guide to Krusty's rat bashing puzzler.

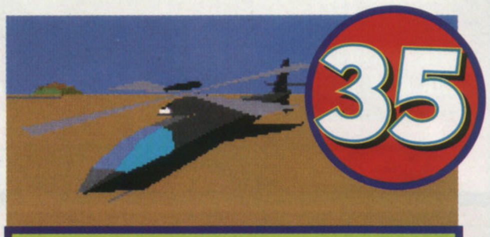
THE TERMINATOR..................................72
Uzi 9mm...Sorry what I meant was here's everything you'll need to complete Virgin's Arnie basher.

GODS

THUNDER STORM FX

LET'S GET QUIZZY
GAME GENIE

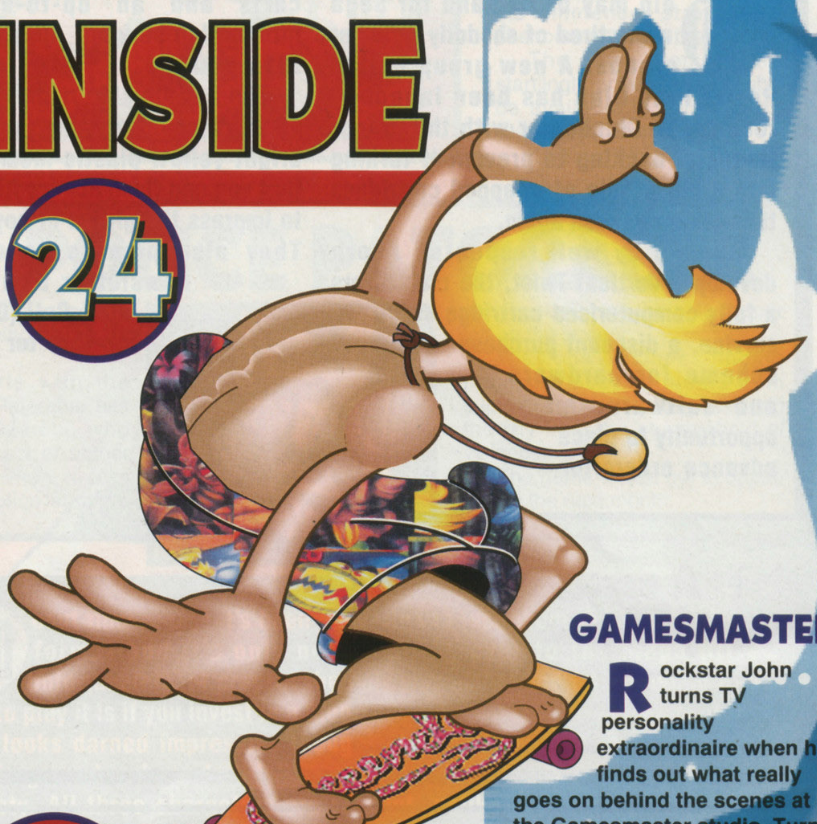
GALAHAD



LHX ATTACK CHOPPER

GAMES INSIDE

ALIEN 3 32
AQUABATICS 47
GALAHAD...............................42
GODS 38
GREENDOG 24
INDIANA JONES 49
LHX ATTACK CHOPPER.........35
MEGA-lo-MANIA 50
NHLPA HOCKEY '93 34
POWERBALL.........................28
PREDATOR II 22
SIDE POCKET 30
THUNDER STORM FX............19



MEGA-lo-MANIA

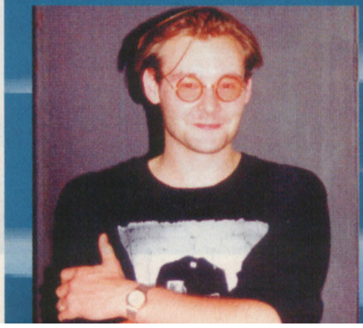
PREDATOR 2

WIN!!

Read our run-down of Hornby Hobbies' great new cheat device, the Game Genie (page 15). Then turn to page 55 to have a go at winning one of 10 we've got to give away.

GAMESMASTER

Rockstar John turns TV personality extraordinaire when he finds out what really goes on behind the scenes at the Gamesmaster studio. Turn to page 10.



nEWS

NEW USER GROUP LAUNCH

Help may be at hand for Sega users tired of shoddily run user groups. A new group called Power Play Club has been launched recently in Chichester with the proper financial backing to prevent it turning into a black hole of swapped cartridges that never get seen again.

Backed by well-respected Acorn developer Vertical Twist, the club offers a fully computerised cartridge swap service, a discount purchase scheme for hardware and software, an opportunity to place advance orders for carts and an up-to-date import information service. All of this for only £11 a year.

The membership pack includes swap slips, discount vouchers and an awfully bright yellow plastic membership card that you can flash at your friends and use to impress the girlies or boys – possibly. They also plan to send a regular newsletter to all members. Call (0243) 531194 for more details.

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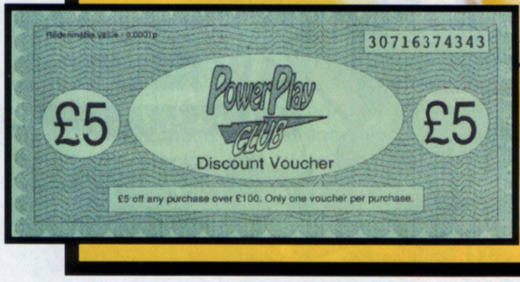

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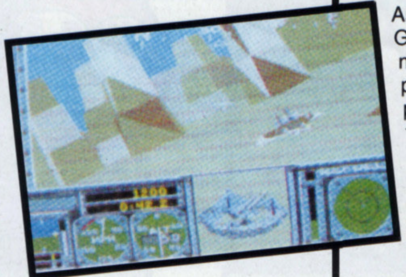
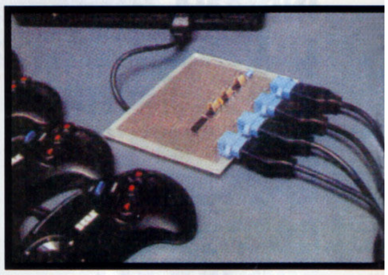
STEEL TALONS

Let's face it, so far most of the 3D polygon based games are pretty crap, being very slow and sluggish.

With any luck though, Tengen's conversion of this Atari arcade classic should give flight/combat sims a much needed kick up the botty when it appears just after Christmas.

Taking control of an advanced combat chopper you must fly behind enemy lines and knock out all manner of targets in order to complete the numerous missions. It's not yet clear whether or not the game has the superb two-player feature of the arcade machine, but as soon as we find out we'll let you know!





GAUNTLET CONTROLLER

As Tengen plans its release of Gauntlet there has been some moaning going on in the games press that it will only be for two players. Well, we can reveal that this is not the case.

Currently in development is an adapter which plugs into the Mega Drive that doubles up the number of joystick ports. Ace or what?

All being well this unit will be packaged with the game when it is released later in the year.

LAND STALKER

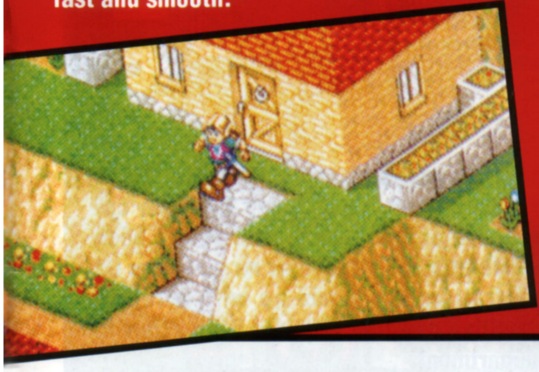
From the house that brought us Shining in the Darkness comes a new and innovative RPG, Land Stalker – Emperor's Treasures.

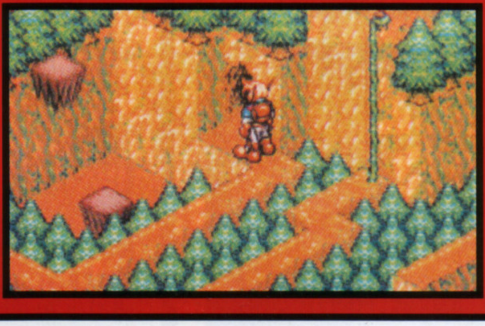
Utilizing a revolutionary new graphics system known as DDS520 you are presented with an beautifully drawn isometric view of the landscape as you move your noble warrior from location to location. This new system enables the game to be incredibly fast and smooth.

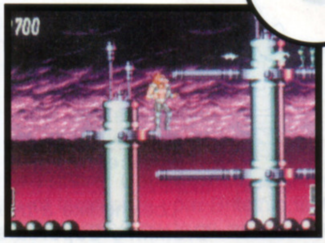
To make things even more spectacular, when the game finally arrives at the end of September it will be released as a 16-megabit cart – at present the only other game of this size is Streets of Rage II.

All this extra memory space means that there are more meanies and locations than in any other MD game.

Expect some of the graphics and animation to be extra specially fabby and the animation to be something else!







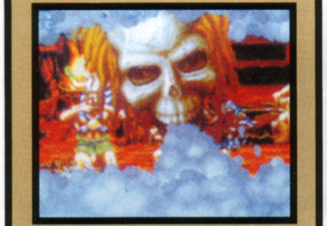
WOLFCHILD

After making quite an impression on Amiga owners about a year ago it would seem that Wolfchild from Core Design is to see the light of day on the Mega Drive.

Playing the part of a young man out to avenge the death of his father, you must move through eight levels of alien infested territory. Our hero has the ability to transform into a werewolf at will and knock out the opposition using both his immense strength and phenomenally bad breath.

The game promises to be startlingly presented and should be available in Japan and the States just before Crimbo.

GOLDEN AXE III



After making an almighty balls-up with Golden Axe II it looks as if Sega is finally trying to get things right by releasing another sequel.

Using the same scenario as before – running along and hitting people with large sharp objects – the game should be considerably different presentationwise.

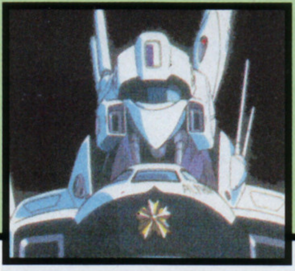
The game will be slightly more involved than a basic beat'em-up, incorporating a smidgen of role-playing and adventure.

If you're curious as to what the MD version will play like, pop down to the arcade and check out the new arcade unit. Don't hold your breath for the console game though, you know what Sega can be like!

RIOT POLICE PATORABER

A Japanese comic is to get its very own role-playing game on the Mega Drive.

Sharing its title with the comic, Riot Police Patoraber has as its hero a rookie cop who finds himself in a spot of bother on his first night when rioters take over three police stations and it seems he's the only copper left on the streets.



Missions include finding transport, obeying orders from superiors and ultimately rescuing the city from the stranglehold of violence.

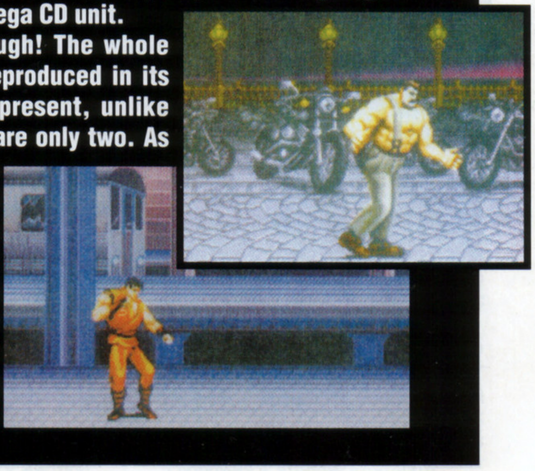
The game is due out in Japan during the next month.

FINAL FIGHT

About time really! It's been converted to just about every conceivable format and it's only now toddling over to the Mega Drive. Unfortunately, at present the only way any of you lot are going to be able to play it is if you invest in a Mega CD unit.

It looks darned impressive though! The whole arcade game has been faithfully reproduced in its entirety. All three characters are present, unlike the Super NES version where there are only two. As far as we can tell it looks as though it's going to help establish the Mega CD user base outside Japan.

At present the game is only about 10 per cent complete so it'll probably be ready around February or March next year. Start saving those pennies!



METAL FANGS

Cyberpunk racing games are somewhat of a rarity on the Mega Drive, but it would seem that Victor Musical Industries has high hopes for its new product due for Japanese release this month.

Looking like a hybrid of Gremlin's Supercars and Psygnosis' Nitro the game places you in a futuristic arena where you must race against a number of rather strange looking fellows!

In order to make your cars much more advanced you can gamble your winnings to try and go for the megabucks!

The 8-megabit game promises to be filled to the brim with digitized graphics and sampled sounds that should add greatly to the futuristic cyberpunky presentation of the game.

Watch for it soon on grey import. As for an official release...who knows when that will be!

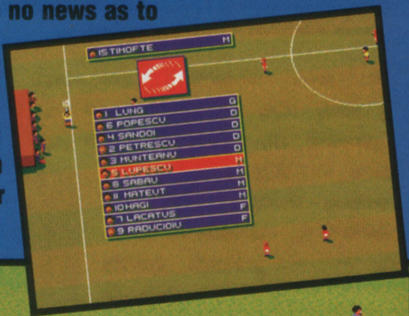
SENSIBLE SOCCER

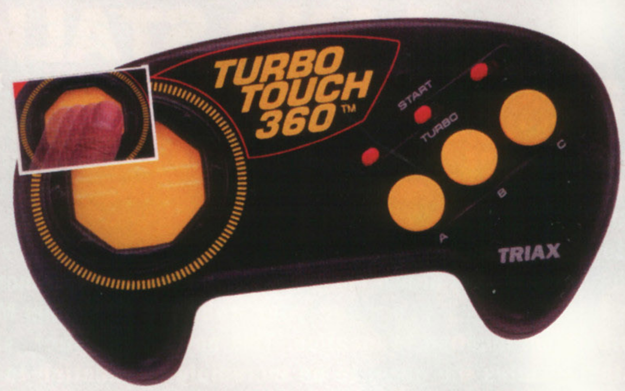
Quality soccer games are certainly few and far between on the Mega Drive at the moment with only a couple of titles worthy of being taken seriously. Fortunately though, all this is about to change because the acclaimed Amiga and ST title Sensible Soccer is being converted to the Mega Drive.

Based on the more recent Soccer v1.1 update, the console game will have all of the best bits from the original computer game along with the enhanced features of the new data disk, such as intelligent goalies.

With 130 teams ranging from basic international and regional teams to those made up of famous artists, cartoon stars and guitar heroes, the game certainly injects a much needed sense of humour into computer soccer games.

As yet there is no news as to an exact launch date but we're assured that it will be available at some point in the first quarter of next year.





THE TURBO TOUCH 360

What's the biggest pain about bloomin' Mega Drive joypads eh? It's the way the sods cut into the side of your thumb after you've been playing for a couple of hours. Well, fret no longer as US based Triax Controllers has come up with a rather snazzy touch sensitive pad that requires little effort in the old thumb department.

Although not available in the UK at the moment, Hornby Hobbies is currently looking into distributing the charming little black and yellow number.

Although it doesn't sound like a very good idea the unit does make playing games considerably more comfortable to play. The touch pad is fast and responsive and quite incredibly easy on the fingers. After trying it with games like Sonic and Streets of Rage there were no signs of thumb fatigue. Sounds good to me! Watch out for a review next month.

VIRGIN GAMES APPEAR

Speedball II, Corporation and Xenon II the heavily delayed Virgin Mega Drive titles, all previewed in issue one, are finally to appear during the fourth quarter of the year.

Speedball II is due to appear in October and the other two are set for a November release. The difficulties leading to this four month delay lie with problems in production of the cartridges in Japan.

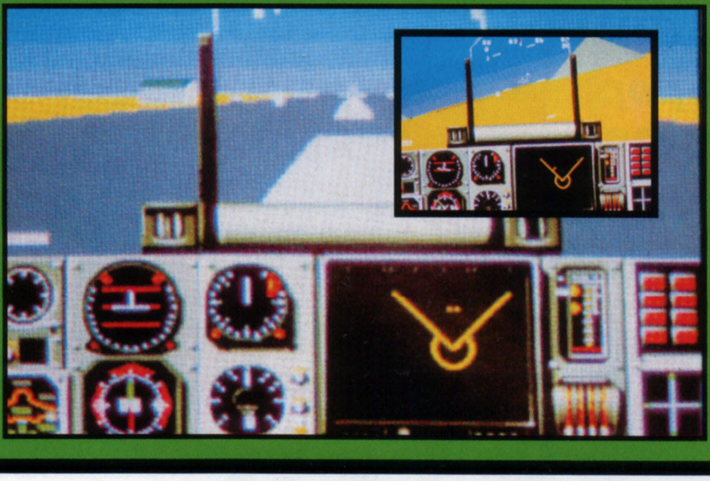
December will bring with it the release of Mega-lo-Mania and Superman. Both will be reviewed not too far off in the future.

MIG-29 FULCRUM

Following on from Steel Talons, Domark will be releasing a fully fledged flight sim, based around arguably the finest air superiority fighter in world, the Mig-29 Fulcrum.

It is set to be slightly more action orientated than the version that appeared on home formats last year. The 3D system is certainly the smoothest and fastest we've seen. Whether this will remain as fast when there are other planes flying about and objects moving on the ground remains to be seen.

We'll keep you posted of any further developments.



MANGA MANIA!

If you've read our feature, Cartoon Culture then this item might be of interest to you. Britain's first major festival of Japanese cartoon animation begins at the Institute of Contemporary Arts in London this autumn. The two week event, begining on Friday 23 October will showcase a total of 13 different Japanese cartoon classics, many of which have never been seen before

Interested? Then call the Institute on (071) 930 0493.

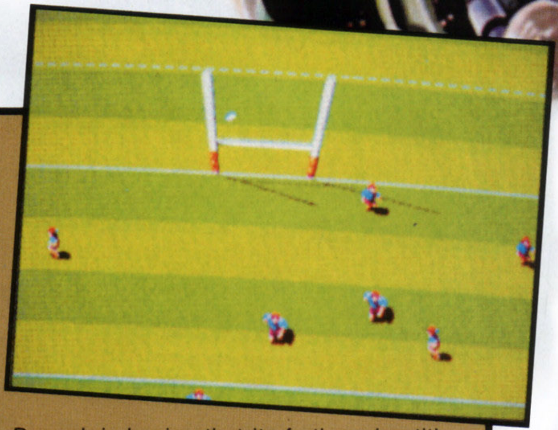
CHARTS

SUPPLIED BY GAME

★ 1 Alien 3
★ 2 Euro Club Soccer
➡ 3 Taz-Mania
★ 4 Terminator
➡ 5 World Cup Italia
★ 6 Batman
➡ 7 Senna Super GP
➡ 8 Desert Strike
➡ 9 Alex Kidd Enchanted
➡ 10 Super Thunderblade

New Entry ★ Non Mover ➡
Risen ➡ Re-entry R Fallen ➡

INTERNATIONAL RUGBY



Domark is hoping that its forthcoming title, International Rugby, will cut it in the worldwide market of the Mega Drive.

Based on the Amiga version that appeared around the time of the 1991 World Cup, and squeezed onto a 4MB cartridge, it will be the first rugby game to arrive on the MD. This may be the best selling Mega Drive title ever in Wales.

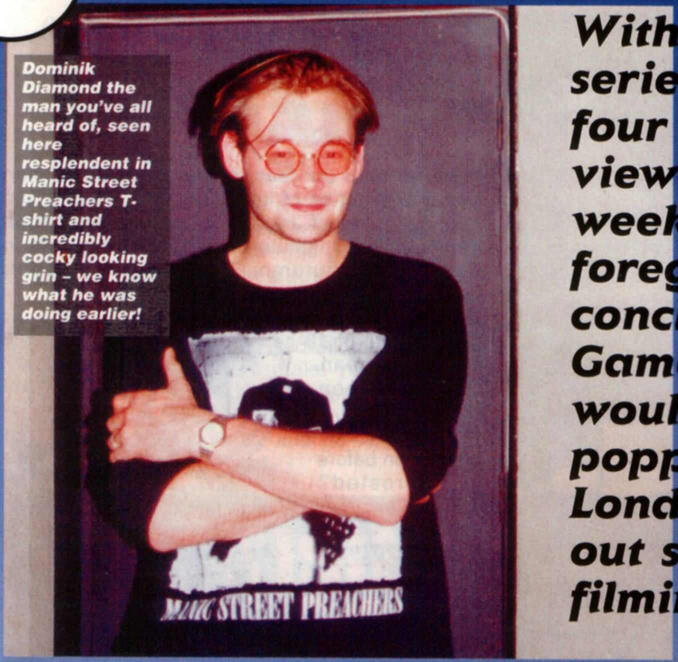
ACCOLADE INJUCTION

Accolade was celebrating last week as the injunction brought by Sega preventing the company from publishing Sega titles was lifted by an American court.

The injunction was part of the action brought by Sega who is claiming copyright infringement against Accolade for its use of the Backwards Engineering technique to find out how to program Mega Drive games.

The case still goes on, but in the meantime Accolade intends to make hay while the sun shines. Its next title will be Universal Soldier on the Ballistic label.

If Accolade does win its case it will open the floodgates for anyone to publish on the Mega Drive without needing to seek permission from Sega, which was Accolade's original intention.


Dominik Diamond the man you've all heard of, seen here resplendent in Manic Street Preachers T-shirt and incredibly cocky looking grin – we know what he was doing earlier!

With the first series pulling in four million viewers every week it was a foregone conclusion that Gamesmaster would return. John popped down to London to check out some of the filming.

HOBNOBBING WITH GAMESMASTER

Nipping down to the secret location in the centre of Soho it soon became apparent that this telly lark is a popular thing among budding journos. Everyone was there from mag editors, to a few lucky punters chosen from numerous applicants.

Everyone was crammed into one tiny recording studio where each reviewer in turn sat in an awkward position beneath a solitary camera, in front of a blackened backdrop.

Strange lighting, coupled with one of the most ludicrous sitting positions ever seen ensures that these Gamesmaster reviews will be both moody and different.

Watched over by a number of researchers, the director and Dominik, each reviewer had a couple of minutes in which to quickly assess games from a number of genres including simulations, Hollywood games (film licences) and role-playing games.

DER, I'M JOHN!

For some loony reason they wanted me to comment on 'brain games'! – quite why I don't know, but three games including the Mega Drive version of Krusty's Funhouse were expertly reviewed by *MAG's* resident hairy yob!

Those of you who can't wait for the new series will be more than pleased to discover that the second series of Gamesmaster will begin on 1 October on Channel 4. Expect to see a large number of changes this time round. A new location has been chosen and you can look forward to a greater number of reviews.

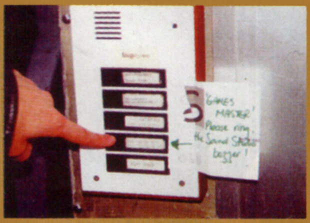
"Oh my God! I'm about to go on television!" The nerves were definitely setting in upon entering the studio for the first time!

It warms your heart to see that the staff of Gamesmaster get along so well!

The make-up department. None of your poncey pratting about with make-up people. Nah! Real men use bog roll!

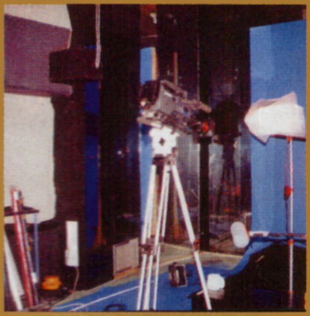
Come on loveys, look up at the camera. Yes that's it crane your neck, we don't want you to look like you're at all comfortable now do we?

LIGHTS, CAMERA...

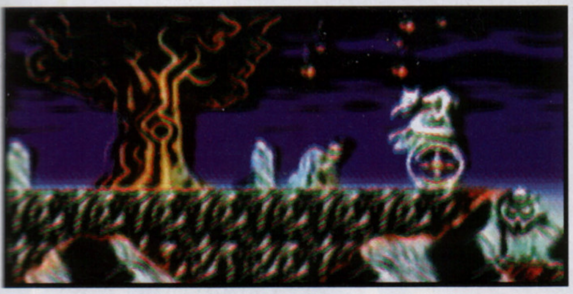


"Here we are, Gamesmaster. Just push this button and fame and fortune will be mine"

"That camera is an incredibly long way up. It feels like I've been sitting here for ages. The things we do for fame eh?"


The camera – no decent and reputable television studio should be without one. They're awfully useful you know

The Gamesmaster 'in-studio' games assessment station. All the latest stuff is here ready for the punters and reviewers to have a quick go with before going on camera



RISKY WOODS

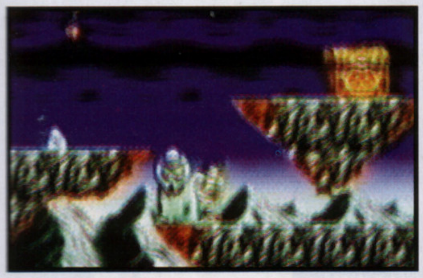
Risky Woods is a fast and furious arcade platform game already available on the Amiga. The good news for Mega Drive owners is that it is due to appear on their machine.

The player takes on the role of a wee chap named Roham who must negotiate 12 levels that take him through a fantasy world of forests, villages and caverns, all of which are filled to overflowing with the forces of evil.

Apparently the game includes 20 different types of enemies, huge great big whopping end-of-level guardians (just for a change eh?), plus loads of hidden bonus bits 'n' bobs to keep you chirpy as you move from level to level.

Initially developed by a Spanish mob named Zeus Software the game has been converted to the Mega Drive by Electronic Arts' in-house programmer, Steve Wetherill.

No release date is clear at the moment, but we have reason to believe that it will hit the shelves in time for Christmas.



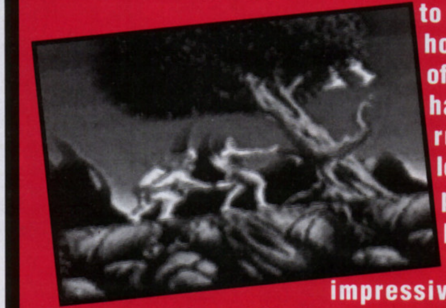
SHADOW OF THE BEAST II

Due in November for £39.99 Shadow of the Beast is the fourth Psygnosis licensed product to be distributed by Electronic Arts.

Those who have seen the Amiga version of this game will doubtless be jumping up and down with glee at the prospect of seeing it on the Mega Drive.

Basically the game picks up where the first game left off. Having returned to your human form you are happily living in a pleasant little medieval suburban cottage in the middle of the Yorkshire dales. Unfortunately, although the big nasty Beast Lord is dead his loyal servant the Beast Mage has returned to seek revenge. Kidnapping your baby sister the mage escapes to a hidden stronghold in the middle of nowhere. All you have to do now is run off through level after level of puzzle filled platforms.

Visually more impressive than the first Beast game, Beast II looks set to stretch the boundaries of presentation on the Mega Drive as it did on the Amiga. Watch out for a preview in next month's issue.



JOHN MADDEN '93

In keeping with its recent series of updates, the EA Sports Network has announced the release of John Madden '93. Using updated player statistics and a revised playbook, the game looks like it's going to set the standards of American football simulators.

The new game promises to include improved animation on all of the players. New moves include taunting, head-butting, one-handed catches, stumbling, and face masking (whatever that is!) and we are assured that this adds to the game's realism.

Sound is also an area that has been enhanced further. All of the speech in the game has been improved as have the sound effects.

The game will be released on an 8 meg cart in December for a price of £39.99.

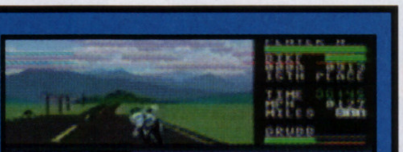
ROAD RASH II

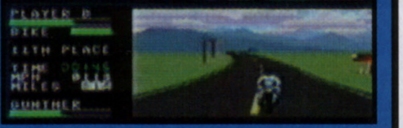
Even more stuff from the chaps at EA! Road Rash proved to be immensely popular when it was released last year, and the new game set for release in December has been developed by the same team.

It takes the basic idea of a motorcycle racing game with a beat'em-up element and expands upon it.

Now we have simultaneous two-player action by means of a split screen, as well as piles of new weapons.

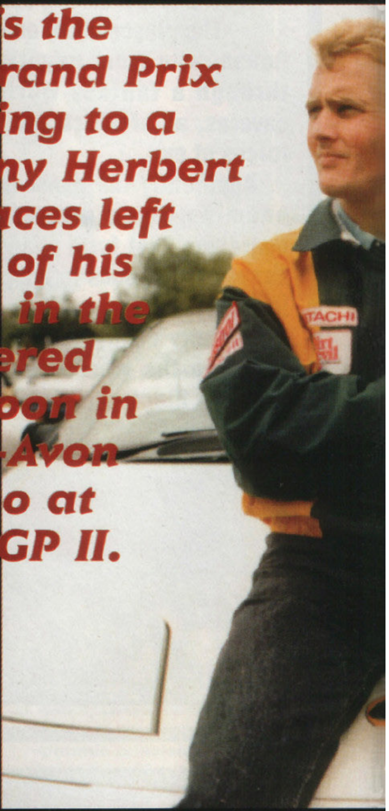
More of the same really but if you loved the first one this one will definitely blow your socks off.



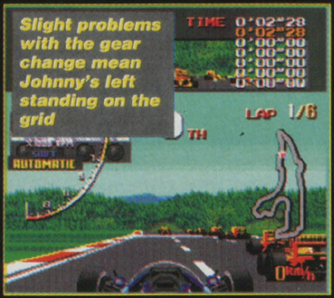


STAR

As you read this the Formula One Grand Prix season is drawing to a close and Johnny Herbert only has two races left before the end of his first full season in the sport. We cornered him one afternoon in Stratford-upon-Avon to give him a go at Super Monaco GP II.



The first track we decided to have a look at was Spa in Belgium. The first thing Johnny did was have a look at Ayrton Senna's commentary on Spa, "'Drive more carefully than you usually would?' That is utter rubbish". This it seems is Johnny's favourite track on the Formula One circuit and he doesn't seem too enamoured with the description.



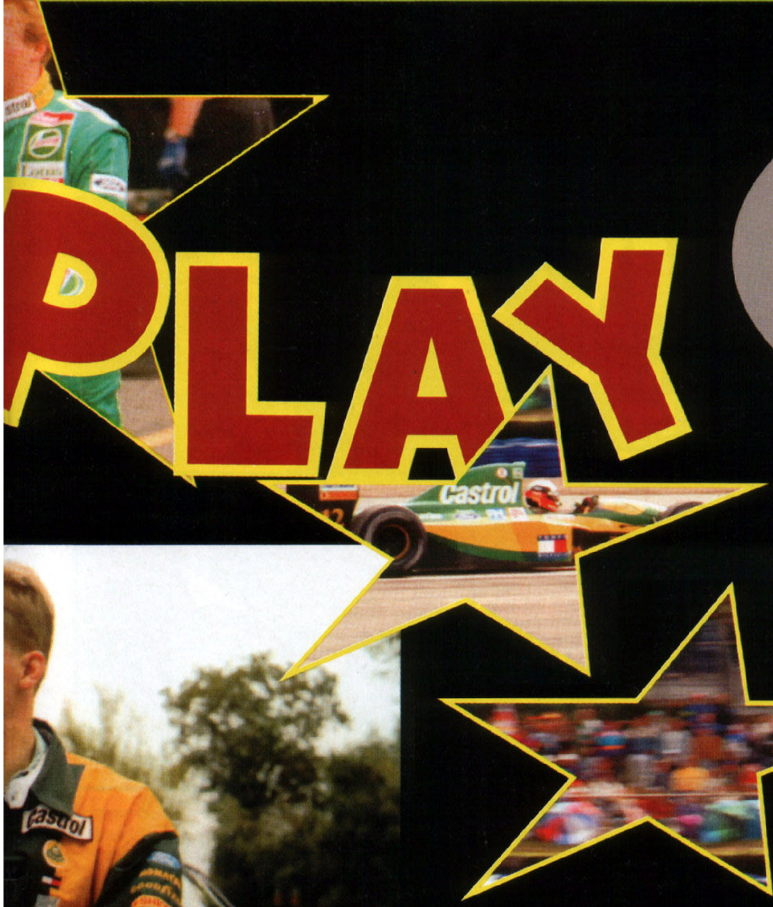
Slight problems with the gear change mean Johnny's left standing on the grid

So it's off to the start line. Like a true professional he selects seven speed manual, but neglects to check on one thing which he notices as the other 15 cars race away from him at top speed and we all fall about. "How do I change gear?"

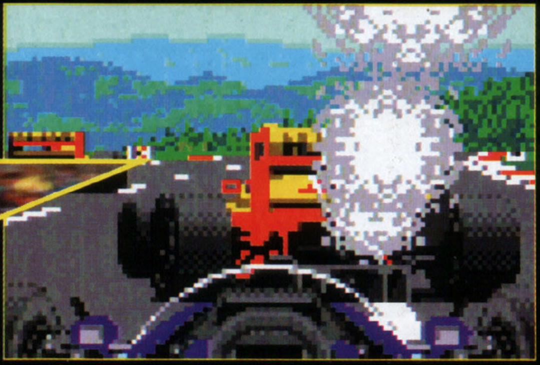
NO PROBS, IT'S SUSSED

Then finally it's off the line and already Johhny is playing to the crowd, "Brrmm, brrmm, I'm there now. I've go it. See? See? Brrmm, brrmm".

Halfway round the first lap he gives his first impression of the game. "This is quite easy, but it is



THIS MONTH JOHNNY HERBERT PLAYS SUPER MONACO GP II



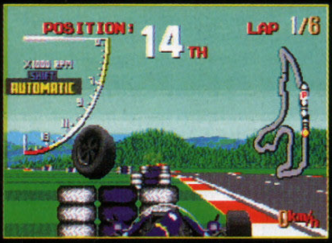
After exercising his anger on the car in front, Johnny was disappointed it didn't blow up there and then

more realistic than some because of the view from the cockpit."

Famous last words as he then proceeds to crash into a pile of tyres wrecking the car, going on to clutch his thigh feigning agony like the best of the premier league footballers. He seems delighted with the state his car's in though, "That's quite good as well, the wheel bouncing off".

So it's back to the start. Johnny finds first gear without any trouble at all, in fact he seems to have got the knack of the gear changing quite quickly, sliding up and down like a good un.

Then he susses that you don't really need to change gear at all, "I always find with games like this that you can just leave it in a high gear and it goes much better anyway".



The delight he had in this wanton destruction of a car was quite remarkable

SPEED AWAY

So off he whizzes around Spa. Watching him, the way he changes gear and hits the brakes so quickly makes you realise the kind of reactions that an F1 driver must cultivate and maintain, permanently concentrating and always on the edge of your reflexes. What a life!

I ask him about the realism. "It handles very well, probably too forgiving actually, a bit too easy. It seems to guide you around a bit."

What about the track itself? "This is normally a first gear hairpin on the real track," he says whizzing round it at some 280km/h. "I've just taken it in seventh, it's not quite as hard as the real thing." Something of an understatement there from the young F1 driver.

About this stage, his talents showing as he hits the apex on every corner, he starts enjoying himself and rams a competitor off the road. "Brrmm! Yeah! Ha haaa! Oh he

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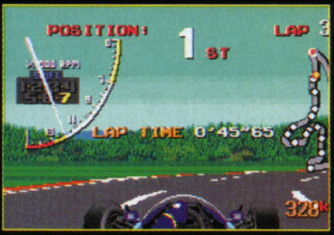
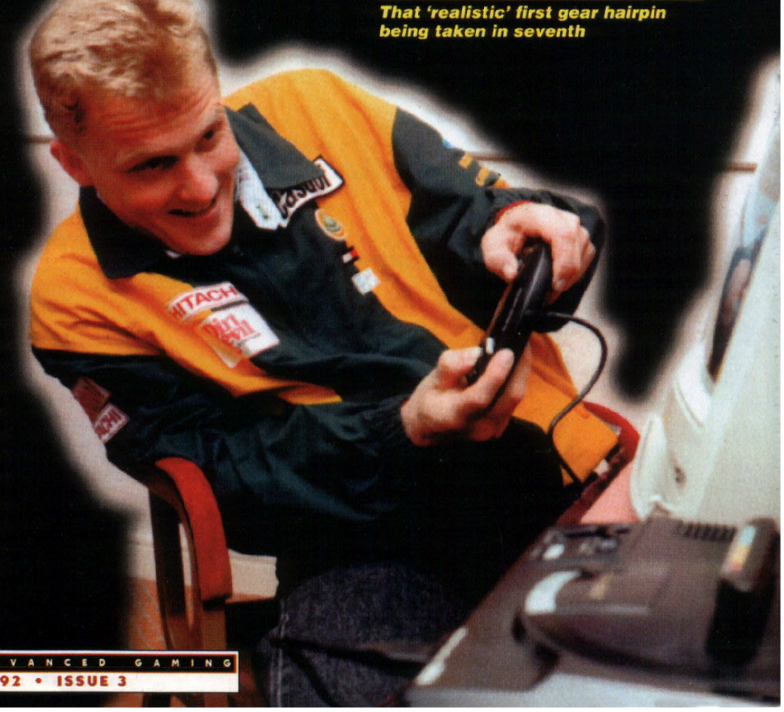
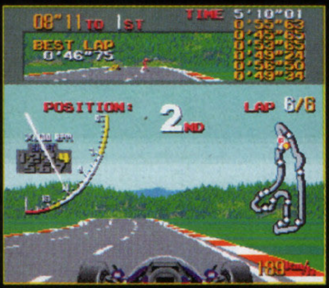


That 'realistic' first gear hairpin being taken in seventh



CONTINUED

didn't blow up, oh you'd think he would have blown up!" The disappointment in his voice is all too evident, but the impact slowed him considerably and someone whizzes past, "No you don't! You swine!". Some consolation is taken from the fact that the previously rammed chap is way behind and smoking badly.



Second place was all the best he could manage, but he'd be delighted with such a result on the track

Someone chirps up, "I hope you're not like this on the track". Johnny replies acting the innocent, "Me? Moi? Moi?".

Some three laps later Johnny is closing on the first place man but he's only got half a lap left to catch up. Over to Johnny for the live commentary. "He's pulling away. I could do it, I could do it. Aaah!" No more than 200m behind he comes in a very respectable second. He afforded himself a wry smile, "If only the real thing could be like this".

ADRENALINE FRENZY?

Overall Johnny Herbert liked the game, but I'll let him explain. "You don't spin, which is a shame. Your wheel flies off when you hit the tyre wall, which is good, stuff like that adds realism to the game. It would be better if you spun if you went too fast like on that first gear hairpin you can take in seventh.

Gear changing's good once you get used to it. With the A button for the accelerator and the B button for brakes you can just roll your thumb between the two which I like.

The graphics are really nice on this, it really looks like a circuit. It's good with the driver's hands as well, they move as you steer and you can make it look like the hands are fighting with the wheel.

It's playable, but it is a bit too easy, too forgiving."

Here Johnny (swoon) let me help. You need a woman's touch

PERSONALITY PROFILE: JOHNNY HERBERT

One of the up and coming British drivers who've done it the hard way, from karting for the under 10s to winning Le Mans in 1991 as part of the Mazda team.

Now at 28 years old he's driving for the fast improving Lotus team along with team-mate Mika Hakkinen. This isn't his first crack at Formula One but a broken ankle early in the 1989 season put him out of the Benetton team and his first drive.

This season he's back, giving some determined, promising performances, and to top it all he's actually a nice bloke.

LIGHTNING REACTIONS!

"So you drive for a living, right Johnny? You're a pro so this driving lark should be a doddle, right?"

"Look, stop it! I'm trying to concentrate on the lights, leave me alone! Now is it the green ones that mean I can go or the red ones?"

"That's the car Johnny, the grey bit's the road and you have to stay on that without hitting all the other cars. Got it?"

"Right. No problem, here we go. Oh sod, that's reverse! I never have this problem in my Lotus you know. I know I don't always get around..."

"Once you get over 30 miles an hour, you can really feel the speed. It's like the real thing, except not as bumpy, or dangerous, or as fast. Nothing like the real thing at all actually. Cor look it's a little bunny rabbit"

"Ah, no, cramp in my cheek muscles, my face could be stuck like this for hours!"

Medically known as Racing Driver's Grimace this can be extremely painful. it has been known to affect driving instructors as well

WIN!

SEGA
MEGA DRIVE
CONTROL PAD
HIGH PERFORMANCE FOR HIGH SCORING
SEGA

All you have to do to win the actual control pad used by the incredibly famous Johnny Herbert – complete with his autograph – is predict his finishing position in the World Championship at the end of the season. To make things difficult get you entries to us by Monday 2 November which is just before the end of the season!

THE GAME GENIE

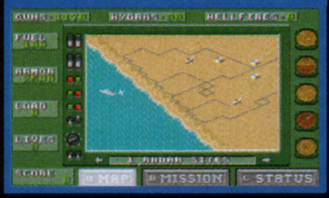
The ability to rip into a game and cheat has always been something of a Holy Grail for games players. We look at the latest cheat device and find out if the Game Genie really grants your wishes with the minimum of elbow-grease.

To date nearly every MD game has some kind of cheat giving an infinite something or other. But the last 18 months has seen a new breed of cheat device, the latest of which is the Game Genie from Hornby Hobbies, designed in the UK by Codemasters.

The first of this type of gadget was the Action Replay. It wasn't programmable and the codes that were released came in a dribble in assorted publications.

Its successor, the Action Replay Pro, is programmable but it isn't the most user-friendly system. Anything more than infinite lives or energy takes ages and often it won't get down to more than 20 different possibilities, which you'll have to test individually.

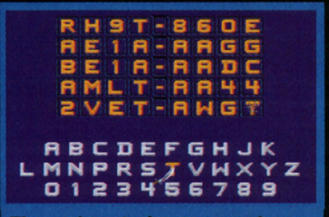
One code for Desert Strike gives an armour strength of 2,500



THREE WISHES

The third one to come onto the market is the Game Genie from Hornby Hobbies. Codes can be guessed, but Hornby has set up a helpline that is updated every day to provide new codes for all the latest UK releases.

For new games the codes will appear some three weeks after release, to allow time for the game to be played properly.

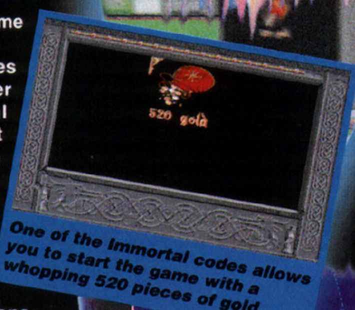


RH9T-860E
AE1A-AAGG
BE1A-AADC
AMLT-AA44
2VET-AWGT

ABCDEFGHJK
LMNPRSTVWXYZ
0123456789

The code-entering screen shows at the beginning of a game when the Game Genie's plugged in

Also the Game Genie comes with code book containing over 1,500 effects for 79 official games. For example Desert Strike has some 43 codes ranging from infinite weapons, to reducing fuel consumption.



One of the Immortal codes allows you to start the game with a whopping 520 pieces of gold

HANDS ON

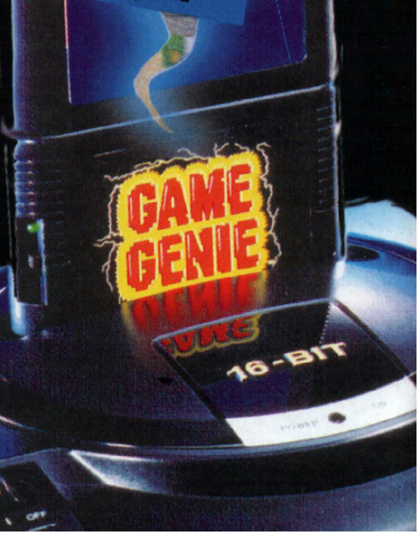
All of these could probably be done on the Action Replay Pro, but the more subtle variations among them would probably take a long time to work out.

The beauty of the Game Genie is that it is all there for you, in the manual or on the other end of the helpline. You won't have to worry about fiddling with memory locations to get the desired effect, you can go right to it.

The supplied codes can be altered to offer some weird and wacky effects, if you are lucky.

Neither device is very flexible, but the Game Genie more than makes up for this with the unstoppable supply of cheats and tweaks from Hornby. Overall this is the best cheat device available.

JOOLS



GAME GENIE Vs REPLAY PRO

PROGRAMMABLE?

Game Genie
Through trial and error based on existing codes, but can't chase codes with a definite end in mind.

Action Replay Pro
The Action Replay Pro will search for a number of things but it can't do some of the more complex Game Genie stuff.

USEFULNESS

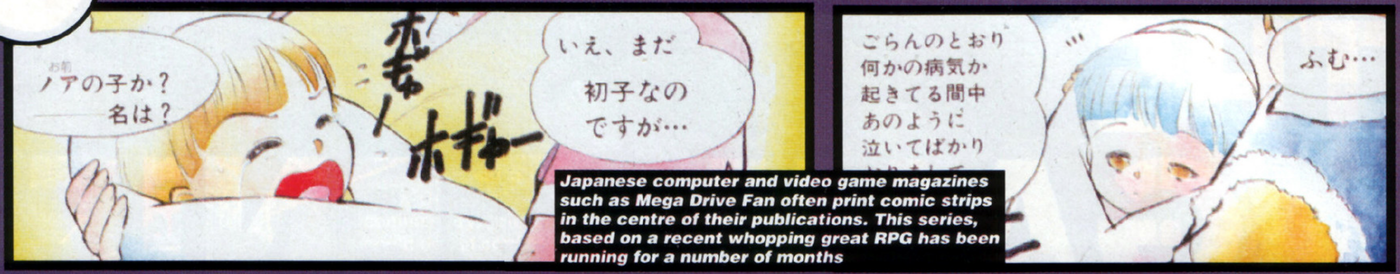
Game Genie
If you have the codes it is extremely useful and loads are supplied – though some games have up to 50 codes.

Action Replay Pro
The Pro is also of use to play import games, unlike the Game Genie. Effects like infinite lives are very easy to get on Pro.

OVERALL

Game Genie
If you just buy official games and want everything handed to you on a plate then the Game Genie is for you.

Action Replay Pro
If you want to cheat on import games or do most of what you want on any game, then you must have the Pro.


ふむ…
ごらんのとおり 何かの病気か 起きてる間中 あのように 泣いてばかり
いえ、まだ 初子なの ですが…
ホギャ！ ホギャー
お前 ノアの子か？ 名は？

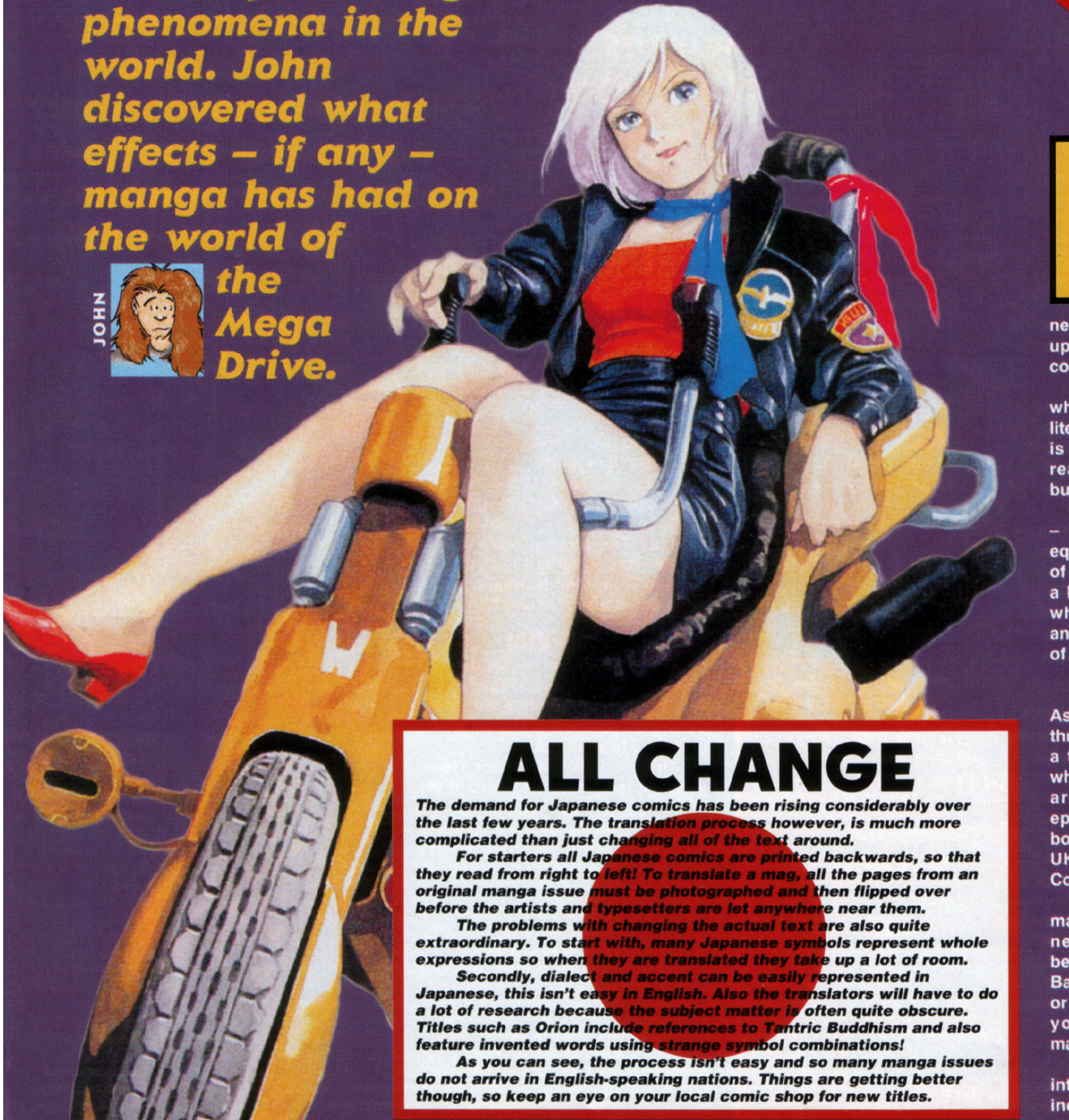
Japanese computer and video game magazines such as Mega Drive Fan often print comic strips in the centre of their publications. This series, based on a recent whopping great RPG has been running for a number of months

The Japanese comic industry, also known as manga, is one of the biggest mass market publishing phenomena in the world. John discovered what effects – if any – manga has had on the world of the Mega Drive.

JOHN

CARTO

FEATURE



Each year the Japanese comic industry manages to churn out one and a half billion comics and magazines. With tens of millions of devoted readers, a new manga issue can expect to sell upwards of two and a half million copies in a single week!

Unlike the rest of the world, where comics are belittled by the literary snobs, the Japanese market is enjoyed by a wide spectrum of readers, from school children to business executives.

The top four children's comics – the Jap Beano and Dandy equivalents – have combined sales of over 10 million, while Big Comic, a bi-weekly adult orientated tome which embraces horror, politics and eroticism boasts a circulation of over a million!

COMIC RELIEF

As you are undoubtedly aware, this thriving industry has also spawned a thriving film and video market where all the most famous comics are transformed into animated epics such as Akira or Dominion both of which are distributed in the UK by Manga Video/Island World Communications.

Television is also given the full manga treatment, with at least 30 new episodes of various series being broadcast every week. Seen Battle of the Planets, Thundercats or Thunderbirds 2084? If you have, you too have been exposed to manga.

With all this being such an integral part of Japanese life, it is inevitable that the characters and

ALL CHANGE

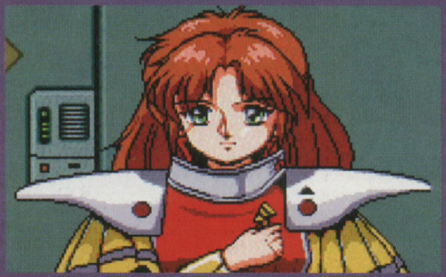
The demand for Japanese comics has been rising considerably over the last few years. The translation process however, is much more complicated than just changing all of the text around.

For starters all Japanese comics are printed backwards, so that they read from right to left! To translate a mag, all the pages from an original manga issue must be photographed and then flipped over before the artists and typesetters are let anywhere near them.

The problems with changing the actual text are also quite extraordinary. To start with, many Japanese symbols represent whole expressions so when they are translated they take up a lot of room.

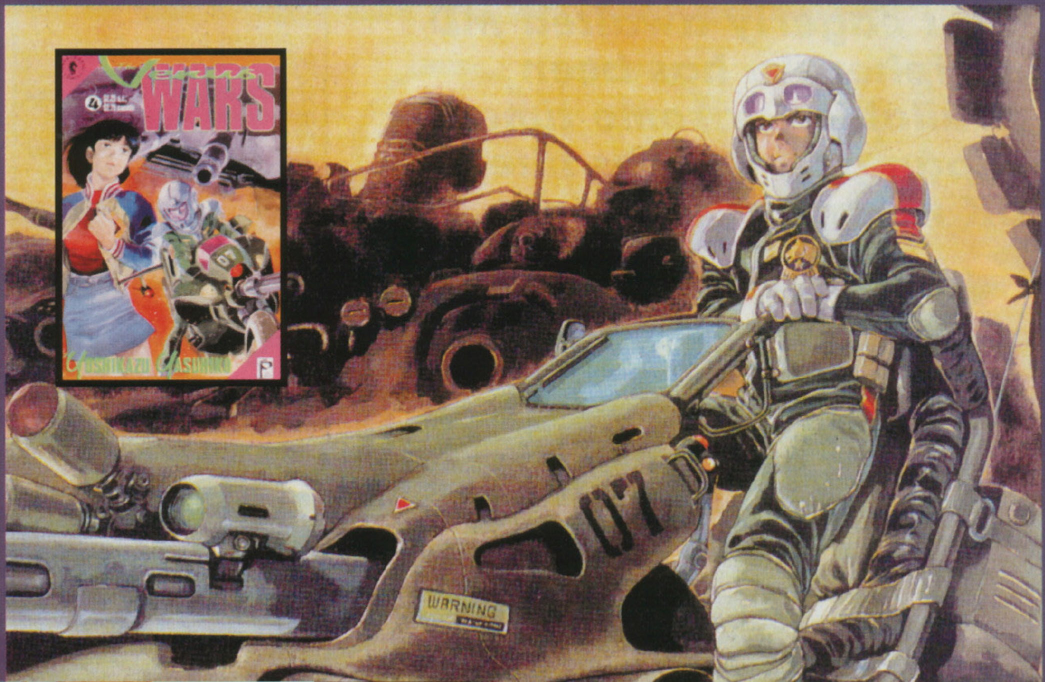
Secondly, dialect and accent can be easily represented in Japanese, this isn't easy in English. Also the translators will have to do a lot of research because the subject matter is often quite obscure. Titles such as Orion include references to Tantric Buddhism and also feature invented words using strange symbol combinations!

As you can see, the process isn't easy and so many manga issues do not arrive in English-speaking nations. Things are getting better though, so keep an eye on your local comic shop for new titles.



One of the more recent blasts on the Mega Drive, Gley Lancer, includes a long and exceptionally well-drawn introduction sequence that tells the story of the characters in true manga style

ON CULTURE



One of the most popular themes for the comic strips involves the post apocalyptic cyberpunk-type scenario inspired by Mad Max and Bladerunner

All artwork in this recent Sega sports game uses the comic strip approach to presentation

TOON FACTS

☆ ***In Japan, the weekly equivalents of 2000AD or Megazine are often nearly an inch thick with a print run of over a million. They'll regularly sell out in less than a week.***

☆ ***Comics cater for every sector of Japanese society. Men, women and children all have publications designed for them. Subjects range from sports to horror and pornography.***

☆ ***Japanese society has accepted comics as a normal form of literature and fiction. Seeing a middle-aged business executive reading a comic on the train is not unusual!***

☆ ***Many of the comic artists have been elevated in status to something not dissimilar to that of a rock star. One in particular, Asumi Shira (who was responsible for Dominion) is often mobbed by adoring fans.***

☆ ***Violence on TV is acceptable in Japan with films such as Akira (an 18 certificate in the UK) being on prime time Japanese television.***

Many would question the morality of this, but Japan has the lowest crime rate in the world. Obviously these cartoons don't encourage antisocial behaviour.

scenarios will bleed across to the video games market.

Already we have seen games utilizing the manga art style, these include the Flaming Dodgeball Kid, Gley Lancer, Fighting Masters, the Phantasy Star trilogy and Wonderboy.

More often than not this only applies in the introduction sequences of the games, but things are changing as the carts get larger and more advanced.

As the video game culture continues to grow, many of the game characters are beginning to appear in comics. Sonic is already the star of his own strip, as is Mario (ptuey) and many others.

Japanese video game magazines such as Mega Drive Beep and Tushkin all have comic sections in the centre that use characters such as those from the Phantasy Star series and the upcoming 'Lunar the Silver Star' which is apparently an RPG of quite epic proportions. So it would seem that video games and comic strips go hand in hand, but what can we expect over the next few years?

GO FORTH

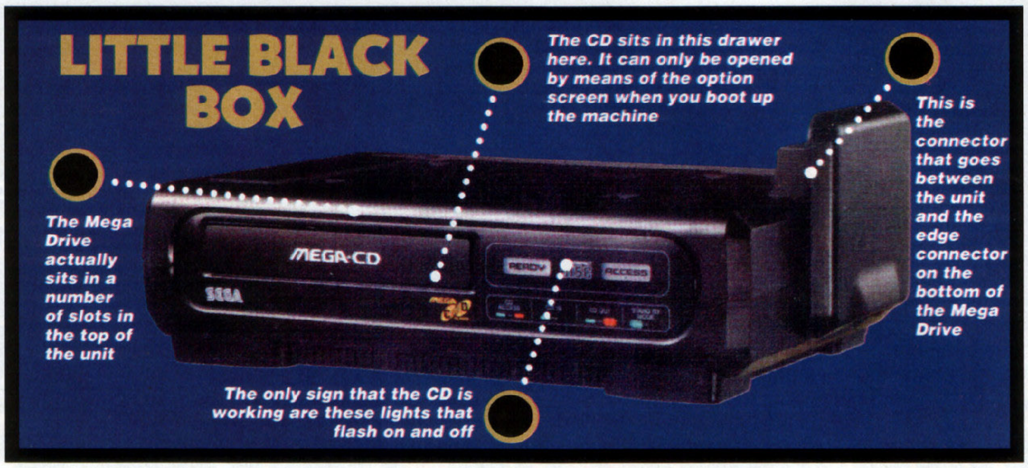
In future, especially as the Mega CD is making multimedia an ongoing concern in the Mega Drive market, we can expect to see games with animated intros by famous comic artists.

Dark Wizard, an RPG due any day now, boasts an intro produced by an ex-Thundercats animator with speech and music recorded by famous actors and rock stars!

On the cartridge front, the Japanese developers are sure to latch onto the sudden worldwide interest in their comic strips and we can expect more games using this style. Fist of the North Star has already appeared in the shape of Fighting Masters, albeit in a very loose representation. Rumours also abound of an Akira game.

Only time will tell how things progress, but as this contemporary Japanese culture becomes more popular worldwide, we can expect to see some very interesting developments over the next few years.

LITTLE BLACK BOX



The CD sits in this drawer here. It can only be opened by means of the option screen when you boot up the machine

This is the connector that goes between the unit and the edge connector on the bottom of the Mega Drive

The Mega Drive actually sits in a number of slots in the top of the unit

The only sign that the CD is working are these lights that flash on and off

The Mega CD, one of the most eagerly awaited MD peripherals, has been available for some time in Japan and it looks like a UK release is imminent.

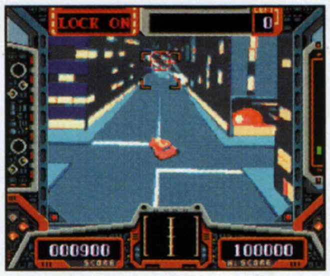
FEATURE

Basically, the CD unit is a mass storage device through which you can load much larger games into your Mega Drive. It's actually possible to have games of around 200 megabytes sitting on a single disk, this is considerably more than your average cartridge which is only 1 or 2 megabytes (an 8 megabit game such as Terminator is only 1 megabyte).

Obviously having this much more storage space to hand means the games can be more complex but also it's also possible to have proper digital sound. Rather than loading music and sound effects data into the Mega Drive, real recordings can be played back at the appropriate time.

As if all this isn't enough, Sega has also taken this opportunity to upgrade the hardware capabilities of the basic machine.

As you are probably aware, the release on the Super NES has illustrated a number of limitations of the Sega's custom graphics hardware. Obviously, this isn't on, so there are loads of new fancy bits stuffed into the bland looking black plastic box.



Thunder Storm FX is one of the very latest games to take full advantage of the Mega CD's power

The CD unit (which is plugged into that mysterious edge connector under the right-hand side of the Mega Drive casing) includes an extra CPU which enhances the basic code crunching capabilities of the Sega.

To help this along a wodge of extra memory (about 600k) acts as a buffer for the data going from the CD into the Mega Drive so there's always a steady flow of information.

Lastly, a custom graphics chip lets the machine do all the flash things a Super NES can do including graphics scaling, rotation and high speed polygon manipulation. This means that future games will be able to use high speed 3D effects without eating up memory.

At present an imported machine costs £250 to £300 but it's hoped that the official UK machine, to be known as Sega CD, will cost in the region of £200.

OH REALLY!

1. CDs play from the inside towards the outside edge.

2. The top surface of a CD is the delicate one. The light passes all the way through the clear plastic and reflects back off the aluminium coated top surface.

3. At the equator and the poles CDs wobble very little. This effect varies depending whether you're in the northern or southern hemisphere. This is caused by the Earth's rotation.

4. CDs cost less than a pound to manufacture when over 1000 are being produced.

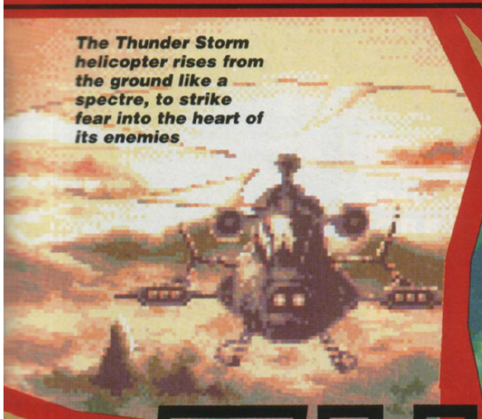
5. The laser used to access the information on a CD is infrared. It is thus totally invisible to the human. If you see a light in your player, it's only there for show.

6. A unit such as the Mega CD is also perfectly capable of playing domestic CDs as well as the new CDG format where music is accompanied by simple teletext style graphics.

In Europe and the US the CD unit will have a slightly different logo on the box. It is also thought that these machines will contain chips to detect Japanese software and refuse to run it – more anti-grey import action

GAMES TO LOOK FORWARD TO

- ☆ Sierra adventures such as Kings Quest and Willy Beamish
- ☆ Wing Commander
- ☆ Super Star Wars
- ☆ Sonic II
- ☆ Wonderdog
- ☆ Final Fight
- ☆ Afterburner III



The Thunder Storm helicopter rises from the ground like a spectre, to strike fear into the heart of its enemies

The introduction sequence to the game is just like watching a cartoon! Here you see the Thunder Storm chopper flying through the forests spraying fiery death over all those around

THUNDER STORM FX

This is the first game to be released on Mega CD that truly unleashes the potential of the machine. It's one of the most stunning looking games ever!

REVIEW

Who out there can remember the old laser disc arcade machines? The original Dragon's Lair and others like it caused a stir by using real film to enhance the presentation of the game. All these are long gone now, but the method in which they worked is being employed by CD-ROM products.

What happens is that the machine acts as a buffer for all the information that is coming off the laser disc. The effect created is a long animation that's permanently supplied with new frames from the huge resource on the CD.

This process continues until certain points are reached where a decision must be made by the player. This could be anything from a change of direction, to firing.

If the decision is made correctly, the machine continues playing back the animation, if a mistake is made it skips to an animation of the player dying.

LIGHTNING SPEED

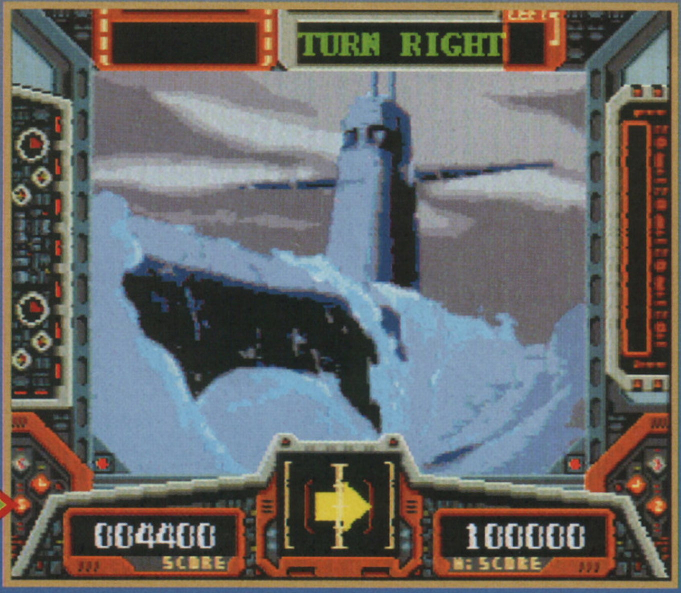
The old arcade machines simply played back true video images, whereas the Mega Drive actually processes huge amounts of code and squirts the graphics onto the screen.

As far as I'm aware, Thunder Storm is the first Mega CD product to employ this method. Past games such as Sol Feace and Earnest Evans have been giant games with fancy soundtracks, but this is the first to really take advantage of the CD.

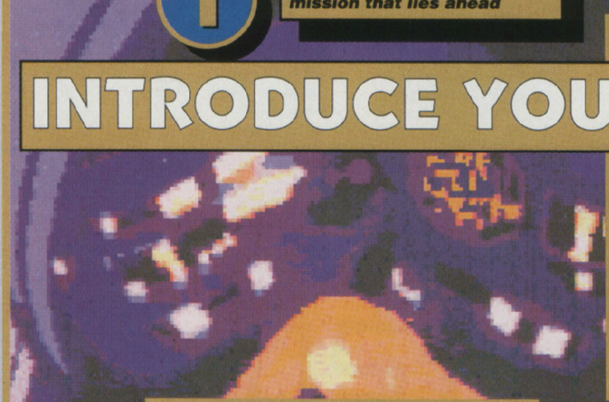
The game works on the principle that it tells you when to do something. For example

CONTINUED

When you have moved out over the Pacific Ocean one of the most stunning scenes is when this huge nuclear submarine emerges from beneath the waves



INTRODUCE YOURSELF



The noble and brave pilot prepares himself for the long mission that lies ahead

Running from the locker room he enters the hangar where his super-duper snazzed up battle chopper lies in wait

Firing up the engines he screams out of the hangar at phenomenal speed

Big bang. Er...This tends to happen rather a lot at first. Make a wrong decision and BOOM. Bye bye cruel world

CONTINUED

example the very first section of the game sees you flying towards the Statue of Liberty with helicopters buzzing around all over the place.

One particular chopper must be shot down and the game highlights this with a flashing box. You must move your cursor over this box as quickly as possible to make sure you get it before it gets you!

As soon as you've succeeded here you've got to pull up quickly so you don't hit the statue. If you don't move your cursor to the top of the screen when it tells you to, you'll crash and burn.

WHOPPER OF A CHOPPER

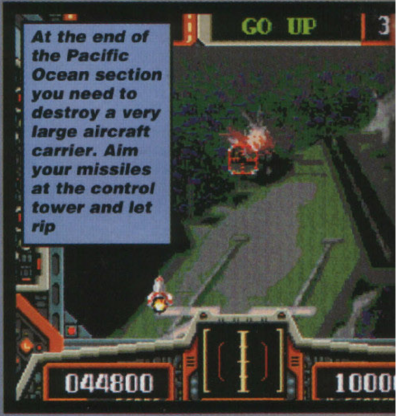
The whole game works on this reaction principle and later on the number of reactions required is ridiculous. You have planes and tanks all shooting at you and you have to make sure you knock them out when the game says. The pattern is always the same so you can learn where to leave your cursor at set times.

Being on CD the game is quite phenomenally huge and all of the levels have superb graphics. I can quite honestly say I've never seen anything like it before.

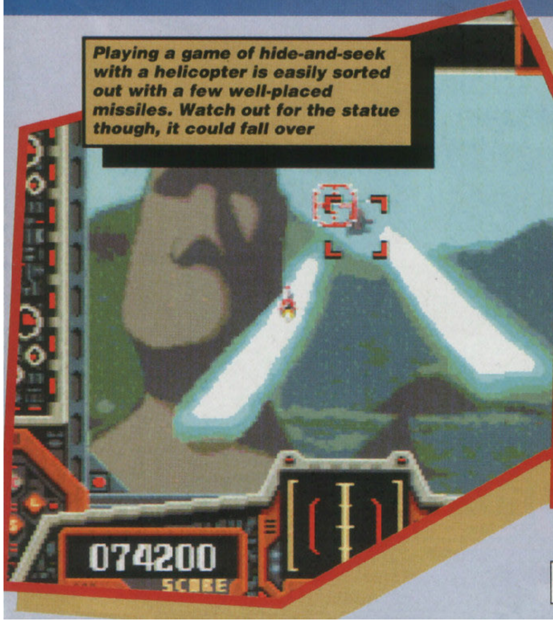
The movement as your chopper careers down the streets and passageways of the various enemy infested areas is smooth and life-like and to be quite honest it looks just like a Japanese cartoon.

The sound, as you would expect, is another area in which this game excels. Throughout the levels you are treated to a pumping soundtrack along with stereo sound effects and speech from your co-pilot as he informs you of what's coming up next. Through monitor speakers it sounds great but plug in a set of headphones and the effect is utterly gobsmacking!

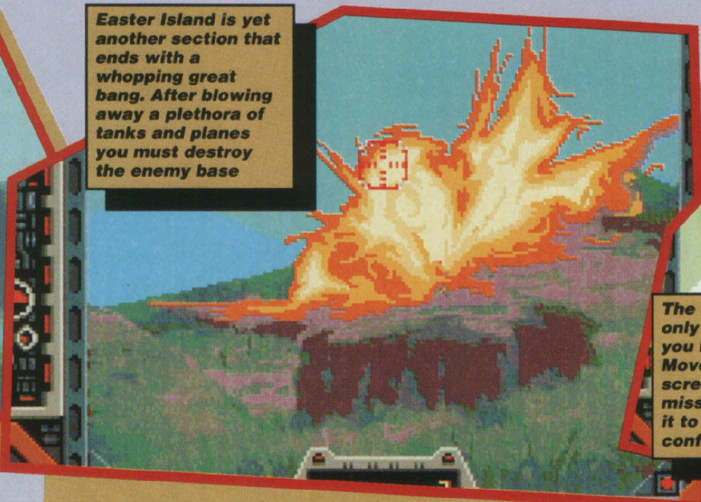
Gameplay, although initially very exciting has its downfalls. As mentioned earlier, it is possible to learn the attack patterns of the enemy and this can make things a bit boring after a while. It's a shame about this really as there are many



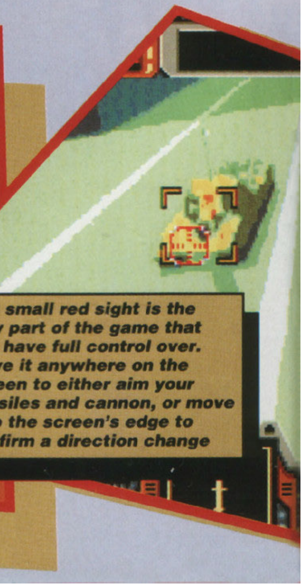
At the end of the Pacific Ocean section you need to destroy a very large aircraft carrier. Aim your missiles at the control tower and let rip



Playing a game of hide-and-seek with a helicopter is easily sorted out with a few well-placed missiles. Watch out for the statue though, it could fall over



Easter Island is yet another section that ends with a whopping great bang. After blowing away a plethora of tanks and planes you must destroy the enemy base



The small red sight is the only part of the game that you have full control over. Move it anywhere on the screen to either aim your missiles and cannon, or move it to the screen's edge to confirm a direction change

RELEASE DATE: JAPANESE IMPORT • PRICE: £45

MEGA PANEL

SCORES OUT OF 10

SHOOT'EM-UP
THUNDER STORM FX
MEGA CD
ONE PLAYER

OVERALL SCORE 80%

GRAPHICS	9
SOUND	10
PLAYABILITY	8
DURABILITY	5

UPPERS
- *Amazing cartoon-style animation*
- *Incredible CD quality sound*

DOWNERS
- *Gameplay is limited*
- *Attack patterns can be learned*

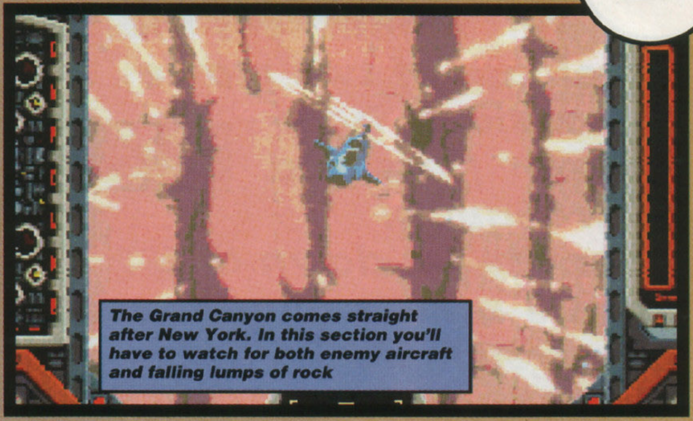
Thanks to Megacom, 13 Mansfield road, Nottingham for supplying this game. Tel: (0602) 475151

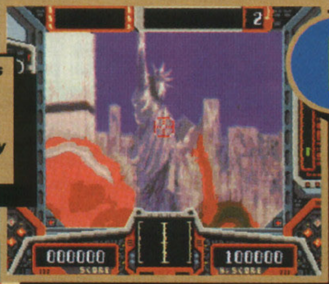
sections of play that really get your heart pounding as you have to zip your cursor about over the screen.

Thunder Storm is definitely a game that would be superb in an arcade, it seems to be geared more towards that type of market than the home.

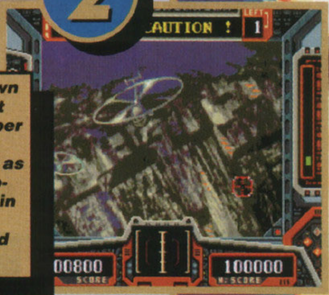
As a demonstration of what the Mega CD is capable of this can't be faulted, but unfortunately I can't see it having much life in the old longevity department. At first you'll love playing it, but no matter how impressive it looks the novelty is bound to wear off eventually.

It's definitely the shape of things to come though.

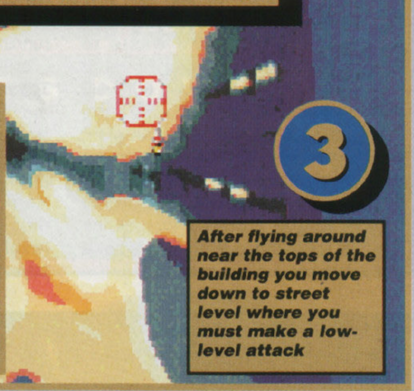

The Grand Canyon comes straight after New York. In this section you'll have to watch for both enemy aircraft and falling lumps of rock



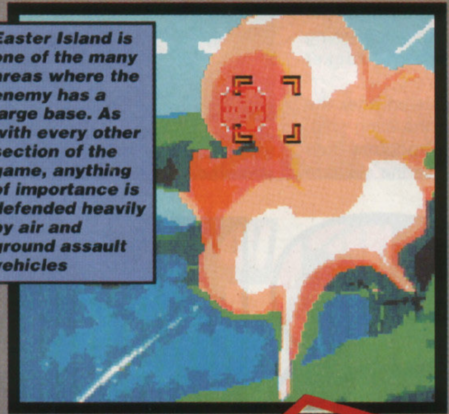
Heading towards the Statue of Liberty you are chased by a number of enemy helicopters



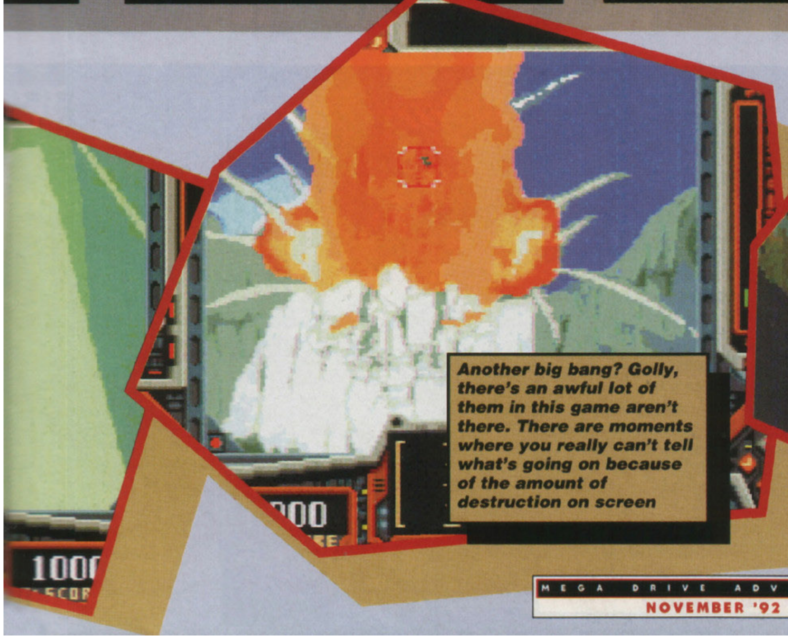
Flying downtown you have to put up with a number of annoying enemy aircraft as well as your co-pilot nattering in your ear about where you need to go next

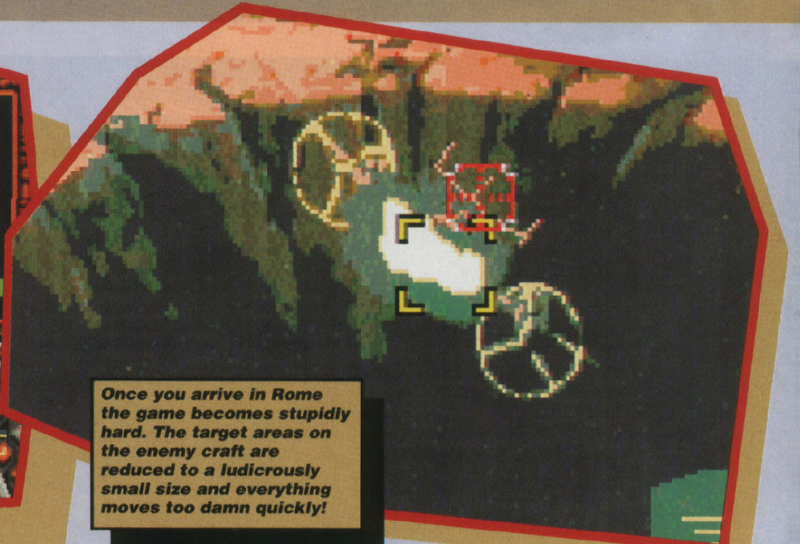


After flying around near the tops of the building you move down to street level where you must make a low-level attack


Easter Island is one of the many areas where the enemy has a large base. As with every other section of the game, anything of importance is defended heavily by air and ground assault vehicles

MANHATTAN MASSACRE


Another big bang? Golly, there's an awful lot of them in this game aren't there. There are moments where you really can't tell what's going on because of the amount of destruction on screen


Once you arrive in Rome the game becomes stupidly hard. The target areas on the enemy craft are reduced to a ludicrously small size and everything moves too damn quickly!

This month sees the release of two movie conversions; both monster films and both sequels. After the let-down of Alien 3 some salvation was expected with Predator 2...

All this way for what? A bloody pistol. Hardly winning the pools is it?

REVIEW

It has been 18 months since the cinema release of Predator 2 and now a Mega Drive cartridge bearing the same name has reared its ugly head. Remember the plot of the movie? No, well here's a quick reminder.

After big Arnie laid waste to Central America in the first Predator film the alien hunters moved out west to California. No self-respecting Predator's front room was complete without the head of a Los Angeles drug cartel member.

Step forward tough cop Danny Glover, alias Lt Harrigan, to spoil the fun and show those Predators what a real American male is made of.

The Mega Drive version of Predator 2 bears no resemblance to the old Amiga version, but no sleep will be lost over that because the Amiga version was pretty bad.

NOW YOU SEE ME...

The MD conversion is a one-player game that places you in the role of Lt Harrigan. The object of the game is to save a number of hostages before the Predator claims another trophy for his collection.

Not as easy as it sounds because running round the streets are narcotic crazed members of drug gangs. These nice chaps shoot anything that moves, their prime target is usually Harrigan.

The game sticks to the locations used in the film, the first level throws Harrigan into the middle of a major drug war on the streets of LA while level two is set on the roofs of skyscrapers.

YOU HAVE WON

PLEASE ENTER YOUR NAME
FOR THE HIGH SCORE TABLE

ABCDEFGHIJKLMNO
PQRSTUVWXYZ.!

NAME GERRY_

What can I say? No problem. Beat that if you can Dave

The game has seven levels in all, each increasing in difficulty as Harrigan closes in on the Predator's lair. A large object, which is usually some type of vehicle, has to be destroyed before entry to the next level is permitted.

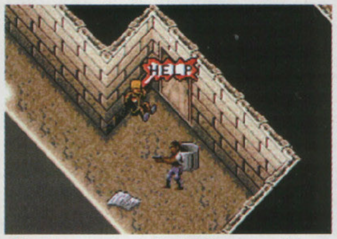
...NOW YOU DON'T

A totally original piece of programming enables our hero to pick up extra powerful weapons along the way, the type of thing often found when taking a casual stroll. You know, rocket launchers, M16s and so on.

The game is completed after the Predator is tracked to the alien ship. Hordes of pissed off Predators then attack, some of them use the old 'turn invisible' trick to add to the confusion.

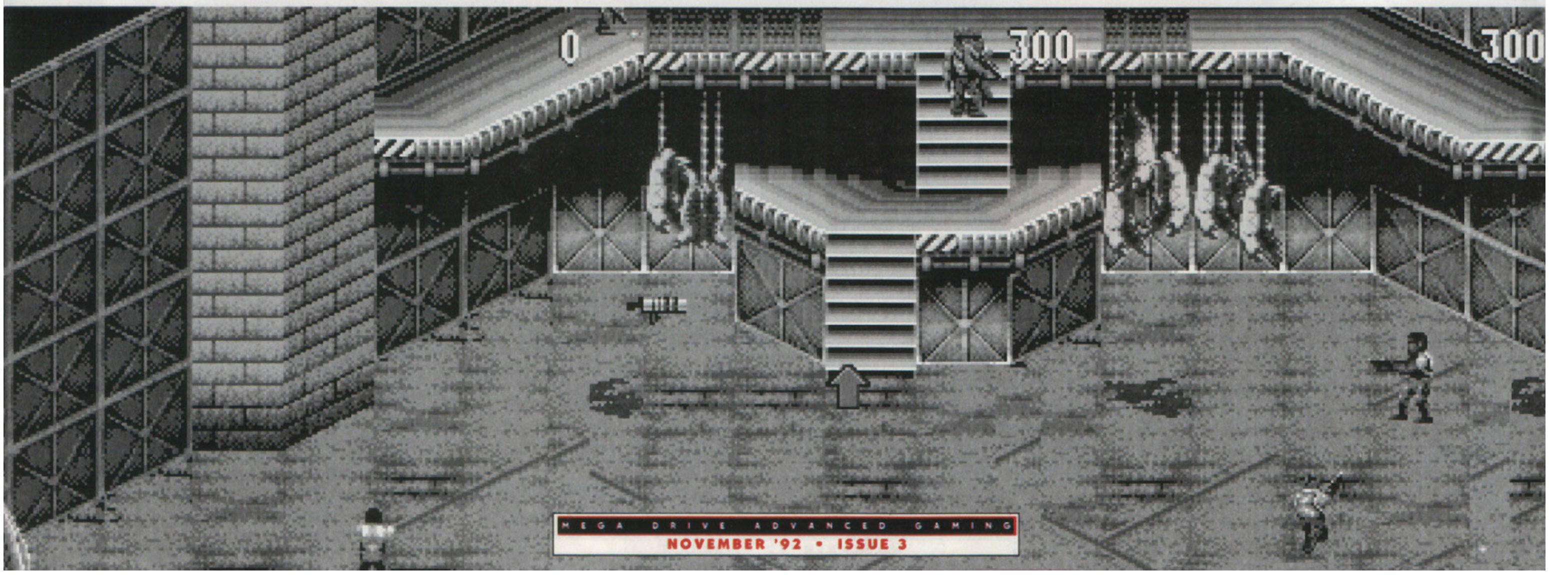
After all the hostages are rescued Harrigan must fight what I assume is the Predator version of Captain Kirk. If successful the Predators reward your bravery in the form of an old pistol – a few quid would suit me.

The main fault with Predator 2 has to be the size of the game, or rather the lack of size. Each level can be completed in under 10 minutes. Difficulty hardly figures except when



Harrigan saves Bart Simpson (?) from the clutches of some unsavoury types

PRED
PREDATOR

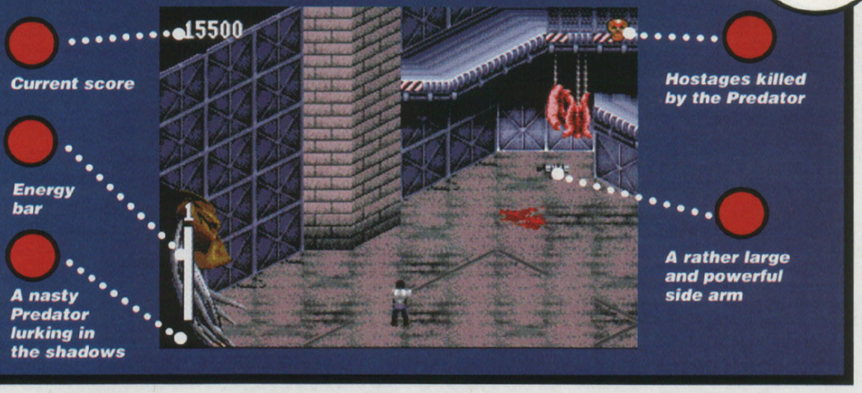


actually fighting with the Predator, even then his moves become fantastically predictable.

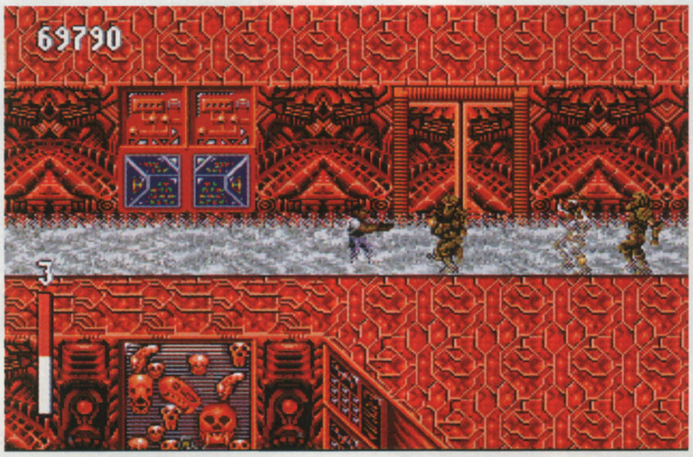
Level seven causes problems, but nothing an experienced player wouldn't be able to work out after intensive play. Graphics are very average and the usual gun shot sounds are as expected with this type of game, again nothing to become excited about.

For some reason Predator 2 had me totally addicted. Having played numerous games of this type and being thoroughly fed up with the majority it made for a pleasant change. I found that I really wanted to complete the game, perhaps that can explain why I managed to finish each level so quickly.

MEAT AND TWO VEG!


15500
Current score
Energy bar
A nasty Predator lurking in the shadows
Hostages killed by the Predator
A rather large and powerful side arm

(Below) Predators may be great hunters but they fall flat on their faces when it comes to interior design



MEGA PANEL

SCORES OUT OF 10

SHOOT'EM-UP

PREDATOR 2

ONE PLAYER

OVERALL SCORE

65%

GRAPHICS	6
SOUND	4
PLAYABILITY	7
DURABILITY	7

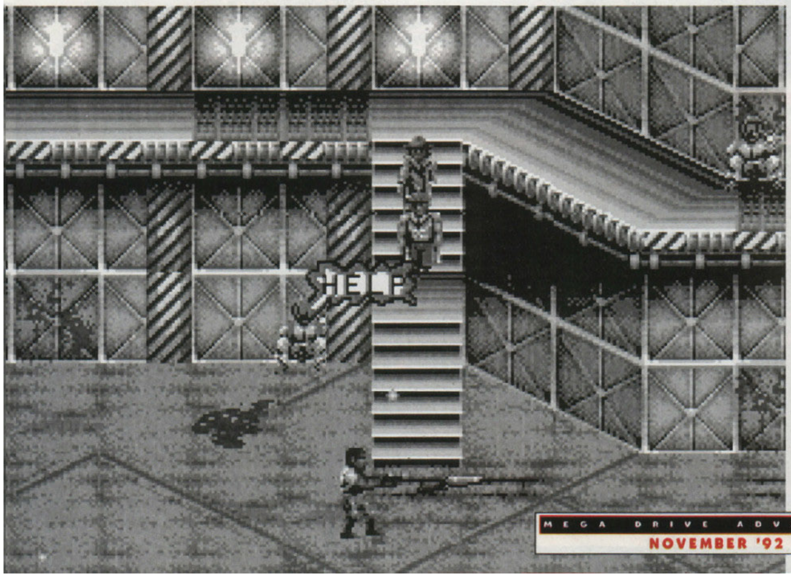
UPPERS

- Addictive
- Predator ship level very good

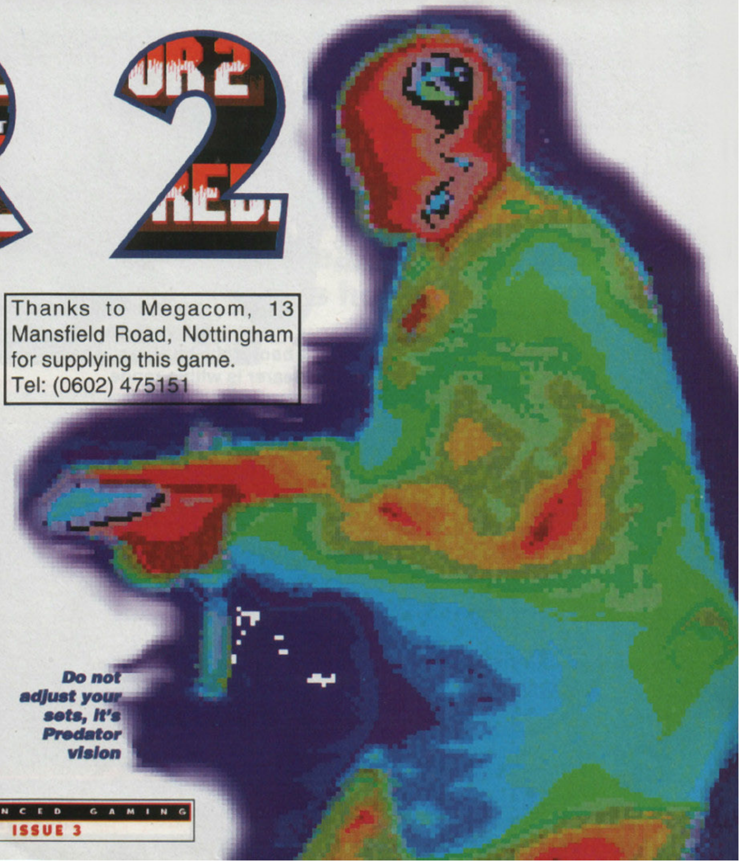
DOWNERS

- Too small
- Some levels very similar
- MD version released way too late

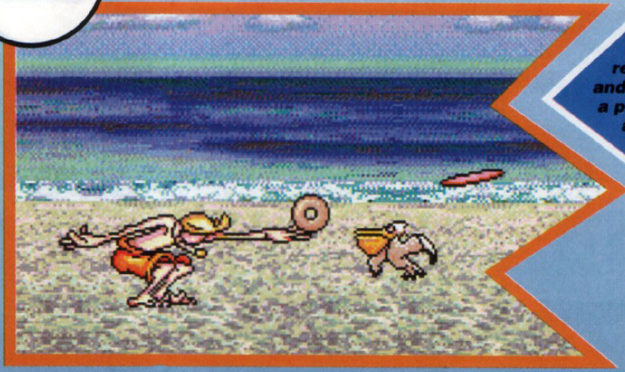
ATOR 2



Thanks to Megacom, 13 Mansfield Road, Nottingham for supplying this game.
Tel: (0602) 475151

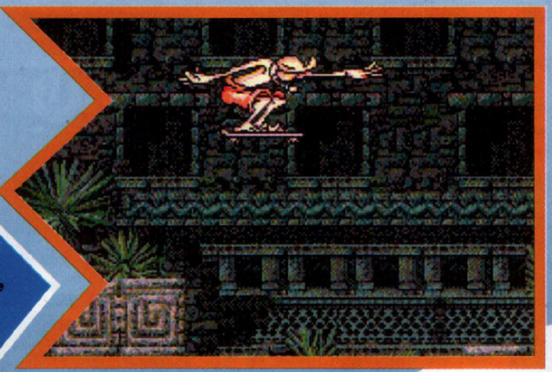


Do not adjust your sets, it's Predator vision

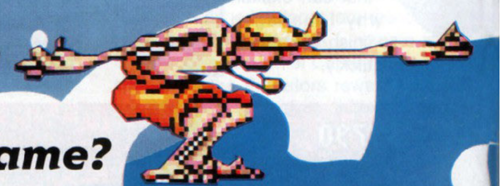


Each level has its own style of receptacle for food and bonuses, here it's a pelican but you'll also encounter bins and totem-poles!

Whoaagh! Some serious skate-boarding here. Not only is he a surf dude but he's mean with the old plywood and bearings



Given its European premier at the Sega Euro Championships last month, Greendog impressed all who saw it. Is it as good as first impressions suggest or are those superb graphics just a cover for a naff game?



REVIEW

GREEND
THE BEACHED SUR

The fact that Sega never misses an opportunity to bung out another platform game cannot be denied. After the immense success of Taz-Mania it would seem that everyone is a sucker for a game presented with wicked cartoon graphics.

Although this latest release doesn't tie in with a specific cartoon character Sega has decided to produce it cartoon-style.

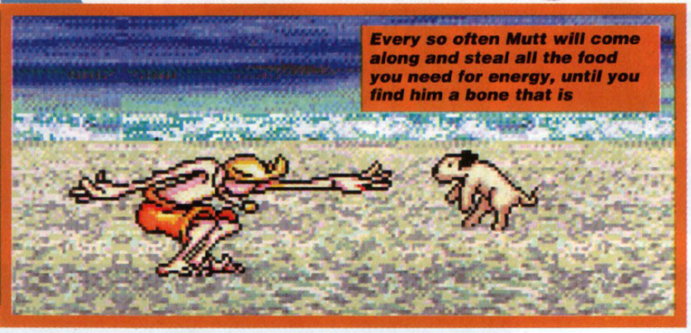
If you top this with the number of times the words 'dude' and 'shreddin' are mentioned it would seem that Sega is trying to appeal to the Bill and Ted fan or surf junkie fraternity.

WOAH, MAN!

Greendog is the tale of a hapless surfer dude who experiences a turn of bad luck while out surfing in the Caribbean. After performing a particularly stylish manoeuvre he is pounded by a huge wave that dazes him before throwing him onto the beach.

When he regains consciousness he finds a strange pendant stuck around his neck and a buxom leggy blonde hanging around waiting to inform him of his fate.

As it turns out, the pendant is part of an ancient Aztec curse that causes all creatures to go absolutely bonkers whenever the bearer is within range.



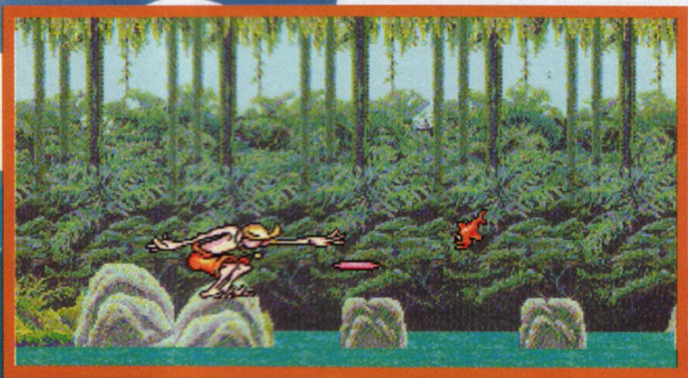
Every so often Mutt will come along and steal all the food you need for energy, until you find him a bone that is

To break the curse Greendog must trundle around six Caribbean islands collecting parts of the mystic 'Surfboard of the Ancients'. Only when the surfboard is put together will the curse be lifted. So Aztec priests liked to indulge in a spot of wave riding as well did they?

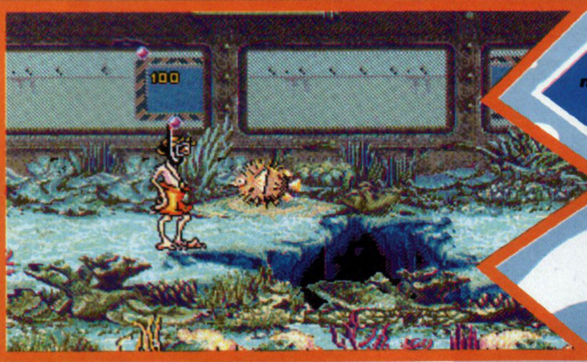
Being a fairly basic platform game Greendog has much in common with Taz-Mania. You begin the game armed with nothing but a Frisbee, a clean bill of health and an unusual grasp of the English language.

Moving through the levels bonus weapons, such as super Frisbees and

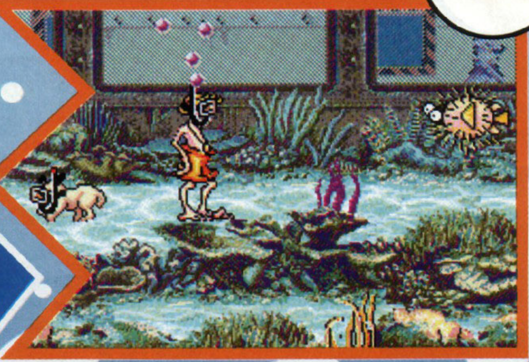
CONTINUED



The Frisbee is Greendog's only weapon against the animals sent crazy by his pendant



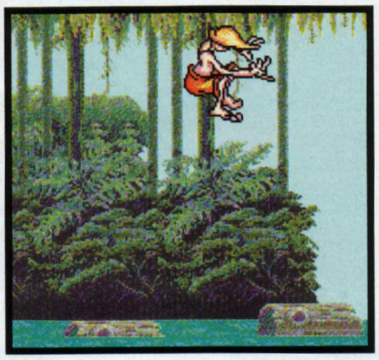
Greendog's underwater and about to be molested by a puffer fish. Everything moves, like, really slow down here man



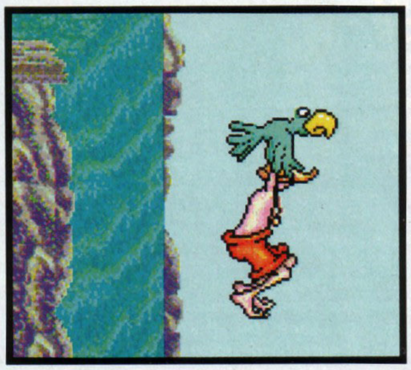
The action is still underwater but now Mutt's turned up complete with snorkel. The puffer fish certainly looks shocked

OG
FER DUDE

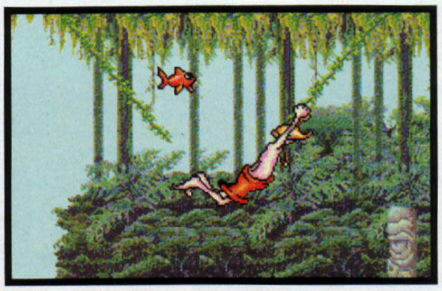
THE LIFE OF A SURFER DUDE IN THE JUNGLE IS NEVER DULL...



He'll have to leap from log to log and avoid piranhas...



...Dangle beneath friendly birds to avoid certain death...



...And cope with doing the odd Tarzan impression with all sorts of creatures nipping at his heels

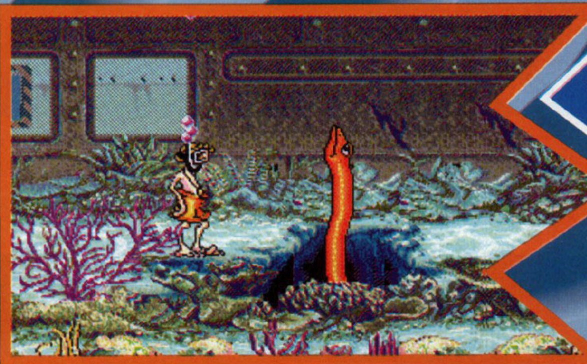
DON'T PANIC

Hitting the Panic Button will only work if you have picked up one of the special items

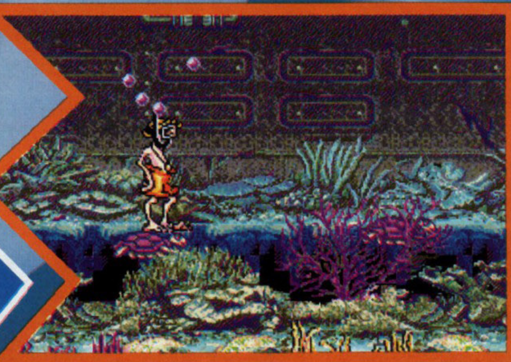
CLOCK
This freezes enemies giving the chance to get away, but even when frozen the enemies will still hurt

SUPER DISC
Keep stocked up on these. Hitting the panic button sends this whizzing about homing in on attacking animals

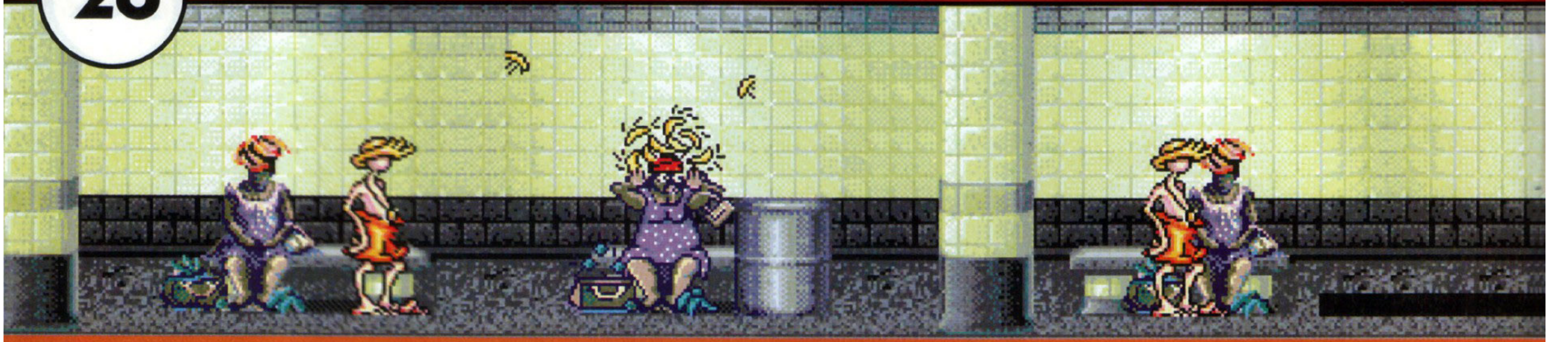
UMBRELLA HAT
With the hat you can go anywhere and do anything without fear of being molested by piranhas



Some of the deeper holes contain huge conger eels determined to bite your knackers. That would be an incredible experience!



Turtle riding underwater, but be careful because slip off the back of the purple turtle and you'll go hurtling into the abyss



CONTINUED

invulnerability umbrella hats can be found by hitting certain creatures very carefully. Unfortunately though, actual contact with any of these inhabitants will ensure that your health depletes at a disturbing rate!

To keep bumping it up to a reasonable level junk food must be collected by lobbing your Frisbee at specific objects, such as totem-poles and treasure chests. Burgers, coke and cheesecake can be found in the strangest of places!

MOST TRIUMPHANT OR TRULY BOGUS?

The levels aren't all about jumping from platform to platform munching nosh though because between each of the islands a pedalcopter must be used to fly across the sea.

During the brief flight bonus food can be collected by bopping frenzied fish and sea birds with a telescopic boxing glove attached to the front of the copter.

Later in the game you'll find that walking and jumping around is not enough to reach the all-important chunks of surfboard. Upon reaching the island of Curacao it's necessary to don scuba gear and swim through a number of underwater crypts before travelling on to Jamaica.

Once at the tourist centre of the Caribbean either a skateboard or pair of in-line skates is essential to whiz through the danger filled passageways.

Despite all the clever little extras Greendog is far from being a ground breaking product. Admittedly the graphics are stunning, the backgrounds are all extremely well drawn and the sprites are amusing and superbly presented. Greendog cuts a mean pose at the best of times but unfortunately a great sprite does not a great game maketh .

The biggest problem seems to be that the game is so damn easy. When will Sega learn that people can storm through levels at a tremendous rate?

After one go everyone in the office had managed to reach at least the last but one level, meaning that within hours the end-of-game sequence was well within sight. Taz-Mania suffered from this very same problem as did Sonic before that. When are we going to start seeing games with a little more depth? Maybe a few more puzzles would help? Or even just a couple of extra levels?

I was expecting great things of Greendog, the amount of hype that surrounded it forced great expectations. Unfortunately I'm afraid to say that it's somewhat of a disappointment.

As an introduction to platform games I'm sure it's fine, younger players will doubtless enjoy it tremendously, but if you've been playing games a while you'll tire of it very quickly. There's only so long you can swoon over slick graphics. It's a shame because Greendog had such enormous potential.

MEGA PANEL

SCORES OUT OF 10

PLATFORM

GREENDOG

ONE PLAYER

OVERALL SCORE

70%

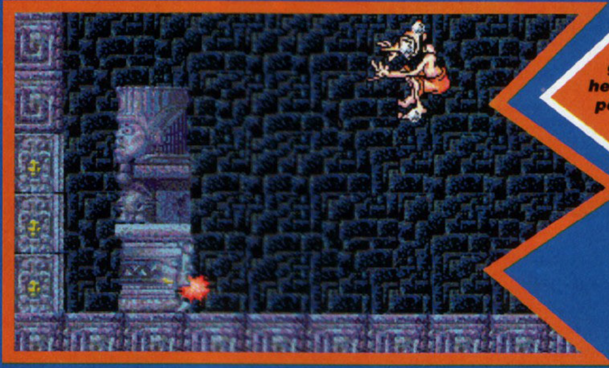
GRAPHICS	8
SOUND	8
PLAYABILITY	7
DURABILITY	4

UPPERS

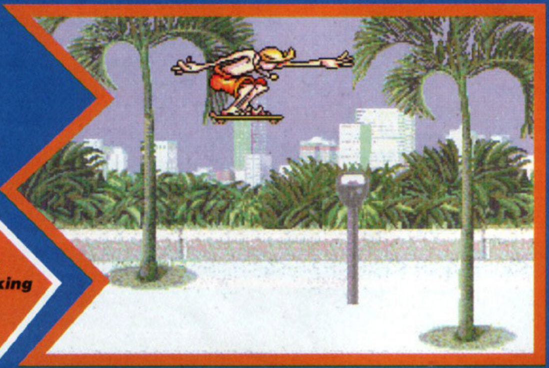
- *Wonderful presentation*
- *Ideal for the beginner or younger player*
- *Cool sprites*

DOWNERS

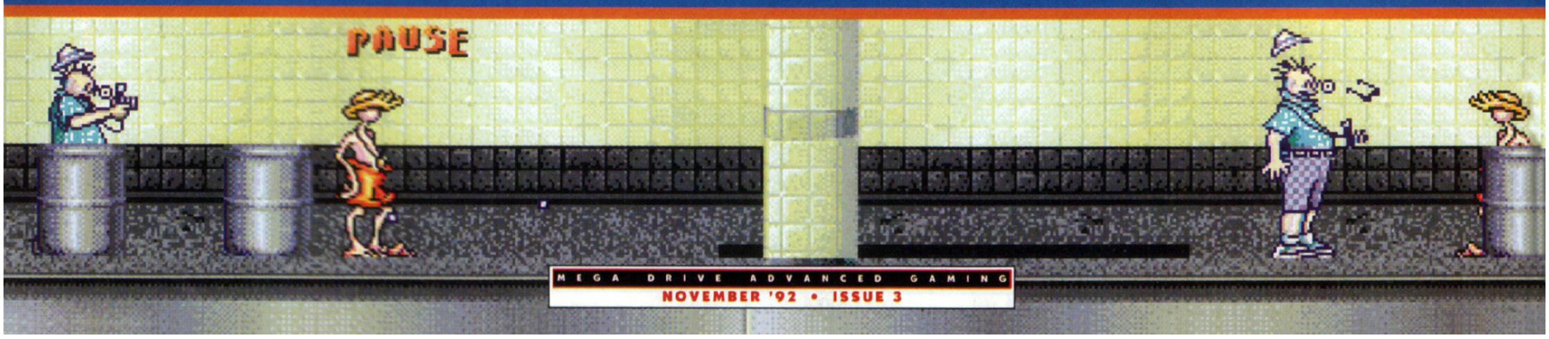
- *Far too easy*
- *Offers nothing significantly new*



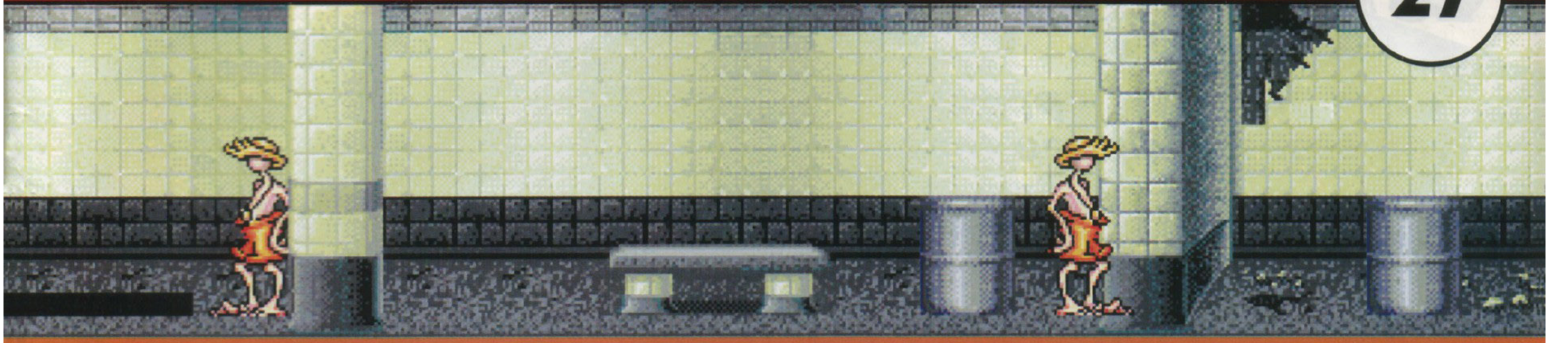
The first two end-of-level guardians are four-headed Aztec totem-poles which can only be hit when the heads are facing you

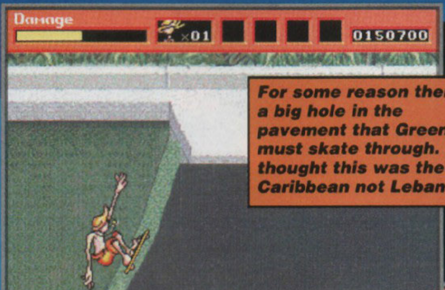


More skate-boarding but this time he's got to leap over the springy parking meters otherwise they'll whip him back a long way

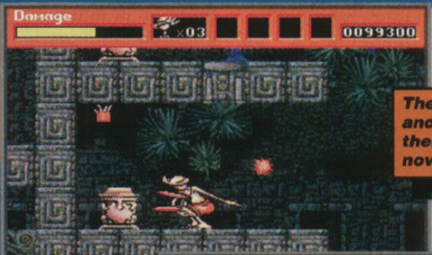


RELEASE DATE: US IMPORT • **PRICE:** £34.95

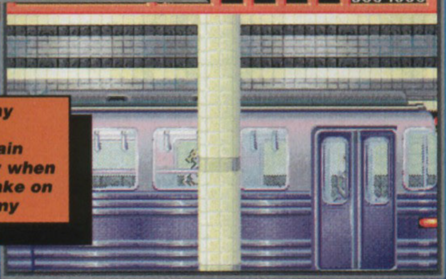



Damage
×01
0150700

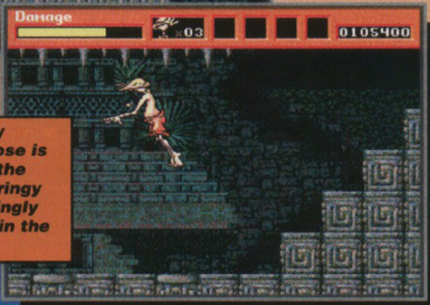
For some reason there's a big hole in the pavement that Greendog must skate through. I thought this was the Caribbean not Lebanon


Damage
×03
0099300

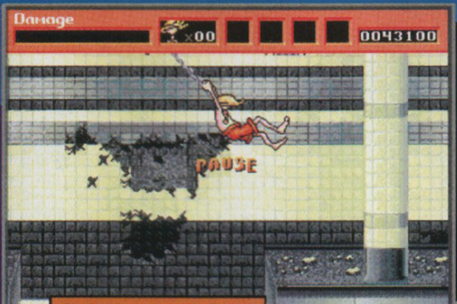
The pink pots supply food and bonuses. Quickly, grab them because Mutt is nowhere to be seen



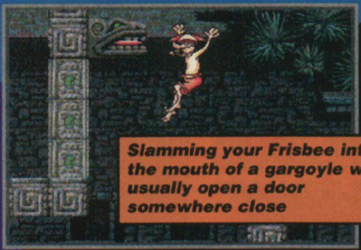
Down in the subway things often get interrupted by a train going past, usually when you are about to take on a really nasty enemy


Damage
×03
0105400

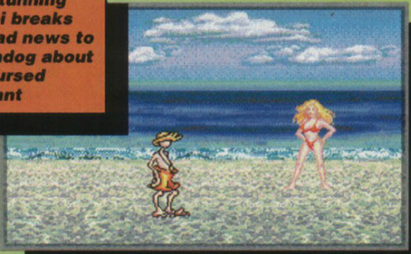
The slightly elevated pose is caused by the bouncy, springy thing cunningly concealed in the floor


Damage
×00
0043100
PAUSE

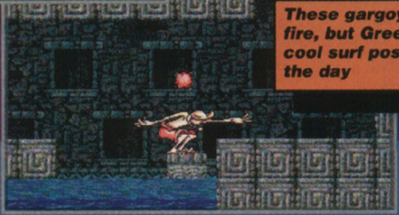
Swinging on chains deep in the subway is one of Greendog's favourite pastimes



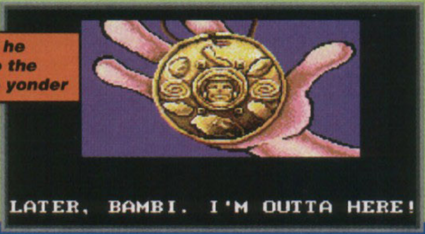
Slamming your Frisbee into the mouth of a gargoyle will usually open a door somewhere close



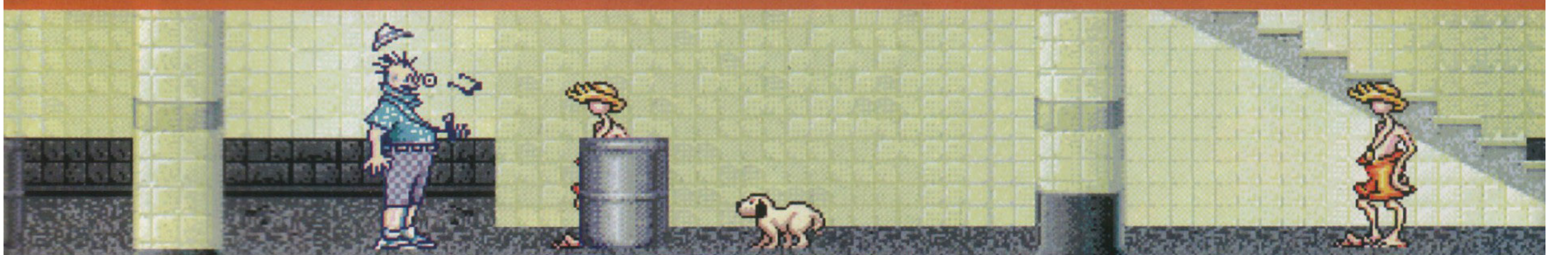
The stunning Bambi breaks the bad news to Greendog about the cursed pendant



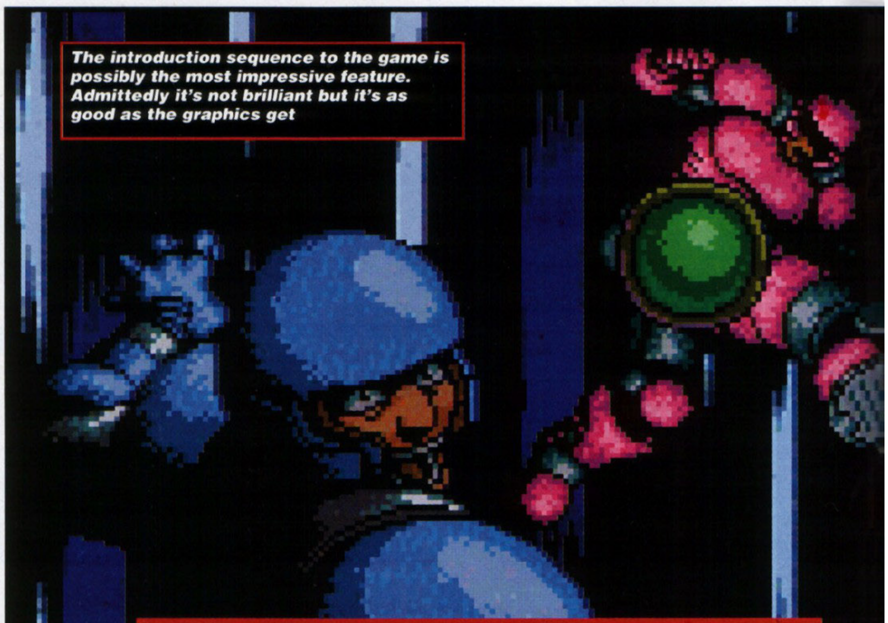
These gargoyles spit fire, but Greendog's cool surf pose saves the day


LATER, BAMBI. I'M OUTTA HERE!

...and off he goes into the wild blue yonder



As soon as a decent game appears you can guarantee that there will be at least one copycat software house that's peddling some subtly different duplicate. Seen Speedball II? Well here's Namco's Powerball. Even the name sounds the same!



The introduction sequence to the game is possibly the most impressive feature. Admittedly it's not brilliant but it's as good as the graphics get

REVIEW

This is nothing more than your bog-standard futuristic football game including a scenario where violence and corruption have distorted the true nature of organized sports. Pretty old concept don't you think? I seem to remember seeing it somewhere before – can't think where!

Teams from around the world are drawn together to compete in a game where only the strongest survive. There are two teams of 11, each of which must enter the arena and get the ball past the opponent's goal-line in order to score a touchdown.

Dead simple, just a group of big hairy blokes in full body armour going hell-bent for leather from one end of a pitch to the other, trampling anything that gets in the way. Sort of a cross between American and Australian Rules football.

After slapping the cart in and watching the mediocre introduction sequence – possibly the best thing about the whole game – there are a number of options to take. You can choose to play a one or two-player exhibition match or you can try your hand at working your team through the league.

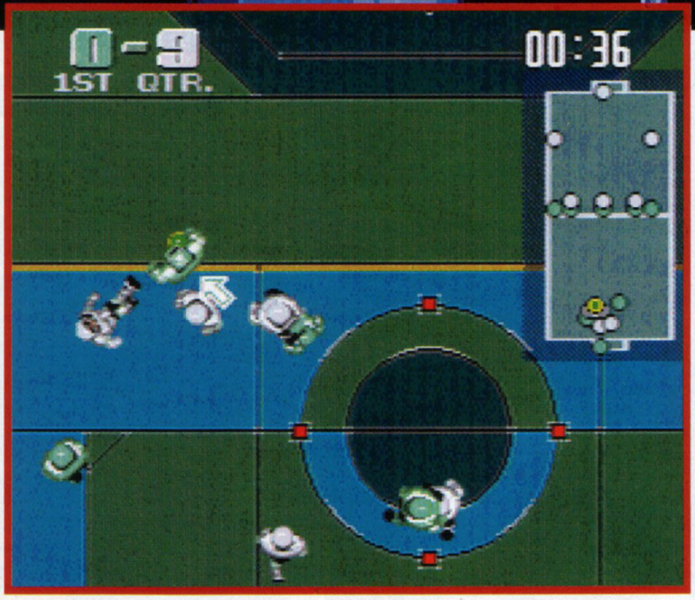
TEAM TALK

Next choose which team to control. This can be any one of 12 that come from all over the world, each with their own strengths and weaknesses. Some are excellent in offence, while others have strong defensive qualities. No team is perfect, but all can be enhanced with training bought with the winnings from matches.

Once all options have been made you are then unceremoniously dumped into the middle of the pitch where you must battle it out with the opposition for possession of the ball.

From this point on, it is pure and simple joypad dexterity that will ensure any kind of victory. Your players have six different moves available, three each for offence and defence. You can kick or throw the ball as well as use a special attack known as the flying bomb which is a little like the WWF-style bellyflop.

As with just about every other



The arrow indicates which player is currently under your control. In theory this is supposed to jump about according to which sprite is nearest the ball. In practice it doesn't really work all that well!

POWERB

RELEASE DATE: US IMPORT • PRICE: £34.99

team-based sport that has been ported to video game format, the computer has a certain amount of control over your team. You simply look after the character which is nearest to the ball.

While this system works very well on most games, for some strange reason it is a bit shoddy on Powerball. Very often you'll find yourself in a position where control switches back and forth from player to player very rapidly indeed. It is a simple problem that I feel could have been rectified if the game had been properly playtested. Most annoying!

LOAD OF BALLS

If forced to sum this game up in one word, I'm afraid that the word would have to be 'crap'. The graphics are very naff indeed, comprising of badly drawn sprites and backgrounds, coupled with some very poor use of colour. Sound is also extremely weak with the sampled effects being scratchy and the music nothing more than annoying.

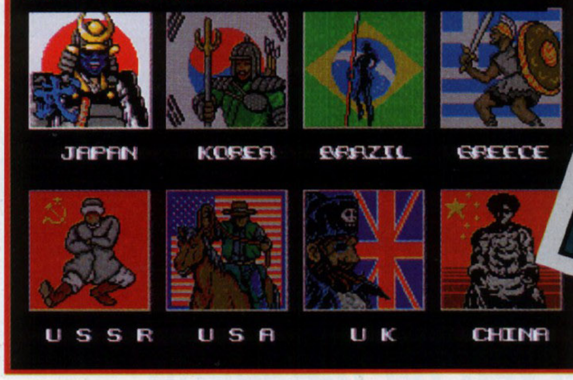
Gameplay is tedious (and more than a little boring) to say the least. In one-player mode the computer has a distressing habit of hammering you into the ground at every available opportunity. The only saving grace is that in two-player mode it's mildly amusing.

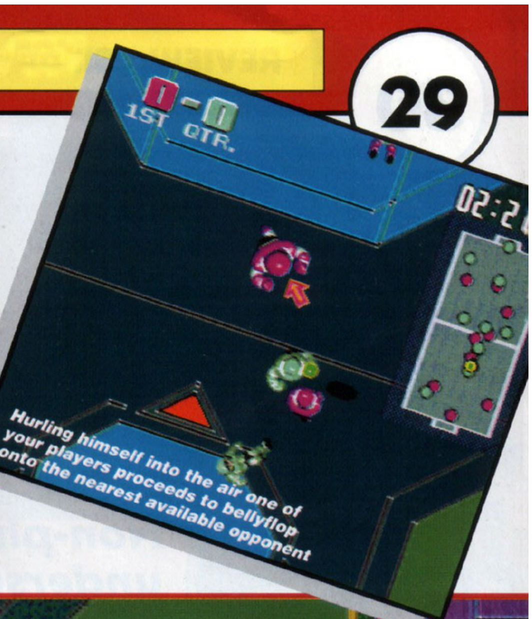
Overall though I feel that you'd be better off getting yourself a copy of the superb game, Speedball. It's more fun to play, excellently presented and it was the game that this is based on!

I'm afraid that Powerball is one of those products that is destined to be forgotten along with all the other rubbish that seems to mysteriously find its way on to the Mega Drive. Pity really.

JOHN

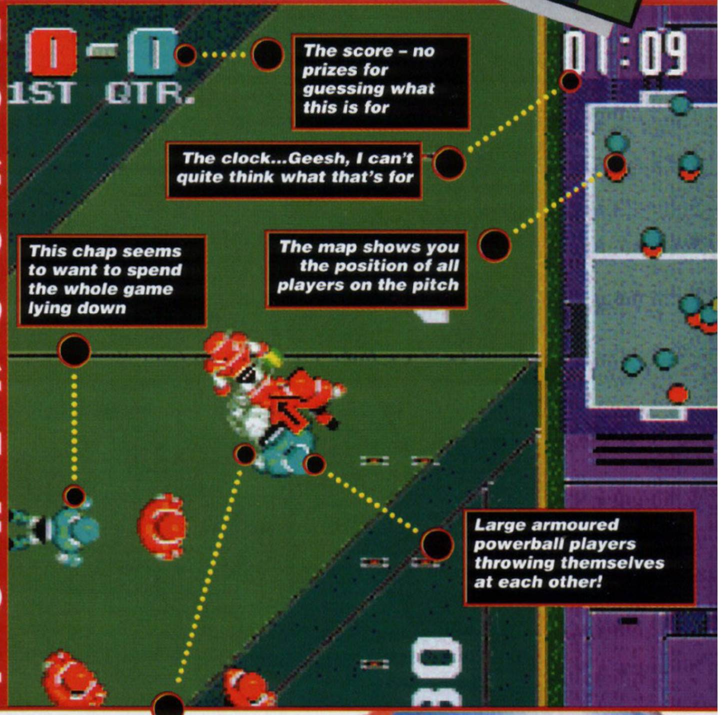
You have eight different teams to choose from in all. Each has its own strengths and weaknesses and it's up to you to weigh up the pros and cons of each





Hurling himself into the air one of your players proceeds to bellyflop onto the nearest available opponent

POWERSURGE



The score – no prizes for guessing what this is for

The clock...Geesh, I can't quite think what that's for

This chap seems to want to spend the whole game lying down

The map shows you the position of all players on the pitch

Large armoured powerball players throwing themselves at each other!

The ball...erm, apparently this is what everyone is chasing after

MEGA PANEL

SCORES OUT OF 10

SPORTS GAME	OVERAL SCORE		
POWERBALL	**48%**	GRAPHICS	4
ONE/TWO PLAYER		SOUND	3
		PLAYABILITY	3
		DURABILITY	3

UPPERS	DOWNERS
Mildly amusing in two-player mode	The graphics
Reasonable introduction sequence	The sound
	The game
	The fact that it costs £35

Thanks to: AMS Electronic Games, 9 Hay Lane, Kingsbury, London. Tel: 081 450 2166

BALL

SIDE POCKET

Non-physical sports are underserved on the Mega Drive, where for example is the chess game? We had a look to see if this offering could fill the gap existing for a pool sim.

REVIEW

Since Paul Newman did his bit of hustling over 30 years ago pool halls, particularly the American variety, have always had something of a malevolent mystique.

Even if the guys in them are the nicest you could hope to meet, they always look like evil bastards who'd wrap a pool cue round your head as soon as spit on you. Side Pocket manages to convey absolutely none of this.

The atmosphere is that of a high-rolling gambling tournament; male competitors dressed in expensive DJs play pool in exclusive clubs and get drooled over by expensive, but beautifully drawn women. Sexism is rife in this game! The one-player game has the competitor attempting to pot six or nine balls in order to score enough points to get to the next round in the next city.

BALLS ON THE TABLE

The player begins with a stock of 16 shots. Each time a shot is missed the player loses one of the stock, should the white ball go down then two are dropped.

This stock is represented by eight white balls in the top left – one representing two shots. Once this stock runs out however, it is game over and it's back to the start city of LA.

The view of the table is top-down with the player using a line of dots coming from the cue to line up the shot. This gets a bit tricky on some of diagonal shots and we found everyone who played it always ended up tilting their head to one side on a regular basis, like one of those pathetic dogs trying to look cute.

Backspin and sidespin – known in America as 'English' - can be done by repositioning the cross-hair on the cue ball diagram at the top of the screen. This spin is accurate but exaggerated in its effect which is a little unrealistic.

In an attempt to add a bit of variety a number of bonuses turn up every now and then; cue ball accelerator, bonus pockets and so on. Potting alone is very tricky at times and the fact that these bonuses usually turn up in such awkward positions means you might as well forget any attempt at it and hope for a fluke.

The potting is inconsistent because the cue moves in little steps you can't aim it exactly where you want to. You just go for what you think is nearest.

This only works on the straighter shots. It is impossible to judge fine cuts because of this inaccuracy.

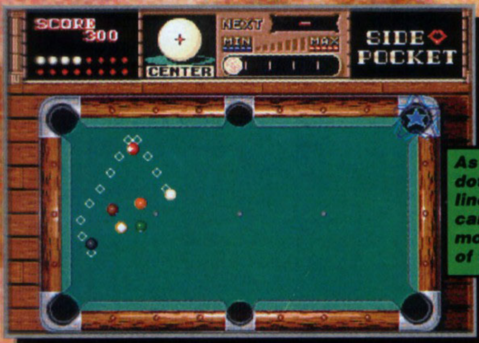
WORTHY OPPONENT

Two-player games can be played in two ways; the same as the one-player game where you pot the balls in order to get as many points as possible, or nine ball pool. Nine ball insists that you hit the lowest number ball first, but the first player to pot the nine ball by following this rule wins.

The trick shot game gives you 19 trick shots already set up and you have to work out how to do them. Each one you complete reveals a portion of a jumbled picture. Rearrange all 19 like one of those tile puzzles and the picture is presumably the reward – if you think a picture of a bimbo beaming at you is a just reward, then fair enough!

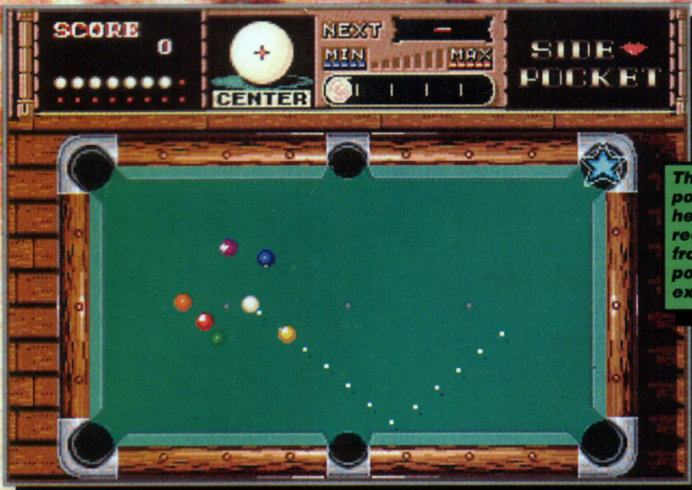
The sound consists of around 20 remarkably naff examples of elevator music – a seedy elevator in an extremely crap hotel.

The 'kerplunk' sound effects as you pot a ball are the same ones that have been accompanying pool games for approximately eight years. The sound seems to have been specifically designed not to be listened to.

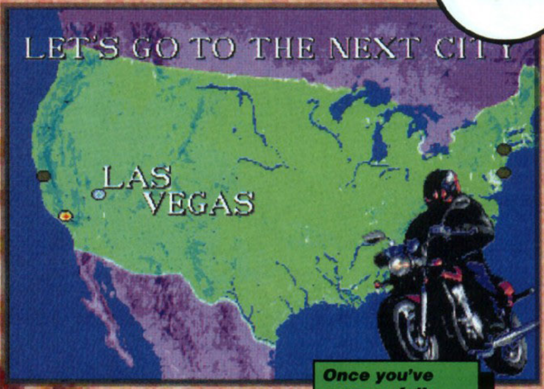


As well as moving dots giving the line of aim, you can also have moving silhouettes of the ball

With a two-player game it can be best of three, seven or 15


SCORE
0
NEXT
MIN
MAX
CENTER
SIDE POCKET

The star bonus, pocket the ball here and you'll receive anything from 2,000 points to an extra two shots


LET'S GO TO THE NEXT CITY
LAS VEGAS

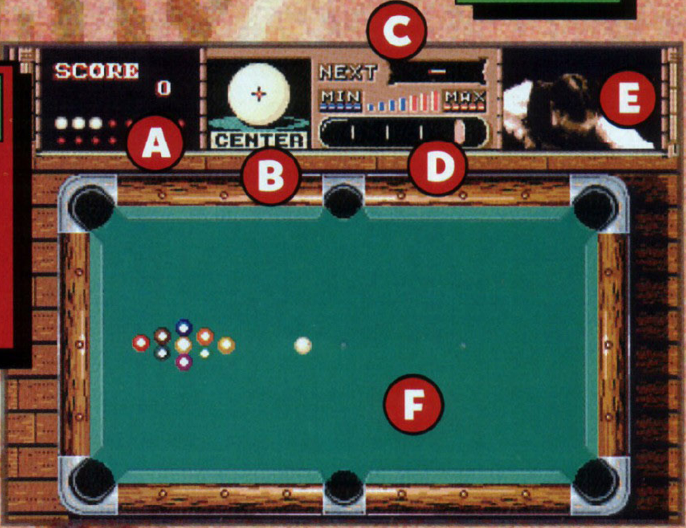
Once you've successfully completed a round it's on to the next city

As for the gameplay it's dull, irritating, awkward, pretty damn awful in fact. The two-player game is OK because of the element of competition, but it needs a player Vs computer option to work for the single player.

It looks as though Mega Drive owners will have to wait longer for a decent conversion of one of the more leisurely sports.

CUE ACTION

A:	The score and stock of shots
B:	Spin or 'English' on the next shot
C:	The next ball in sequence
D:	Power of shot
E:	The player
F:	Erm, the table


SCORE
0
NEXT
MIN
MAX
CENTER
A
B
C
D
E
F

MEGA PANEL

SCORES OUT OF 10

SPORT

SIDE POCKET

ONE/TWO PLAYER

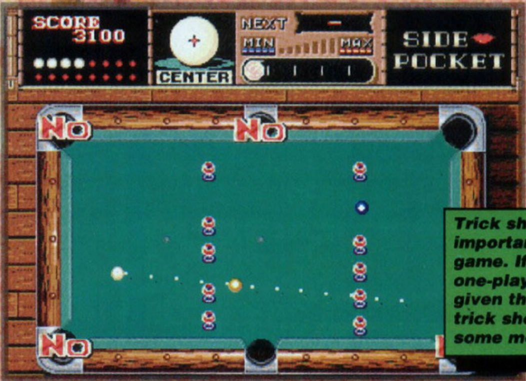
OVERALL SCORE

30%

GRAPHICS	7
SOUND	2
PLAYABILITY	4
DURABILITY	2

UPPERS	DOWNERS
● Some attractive intro screens	● Dull, lifeless gameplay ● Horrendous sound

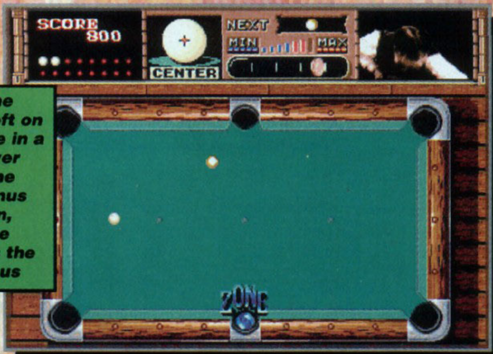
Thanks to AMS Electronic Games, 9 Hay Lane, Kingsbury, London. Tel: (081) 450 2166


SCORE
3100
NEXT
MIN
MAX
CENTER
SIDE POCKET
NO
NO
NO

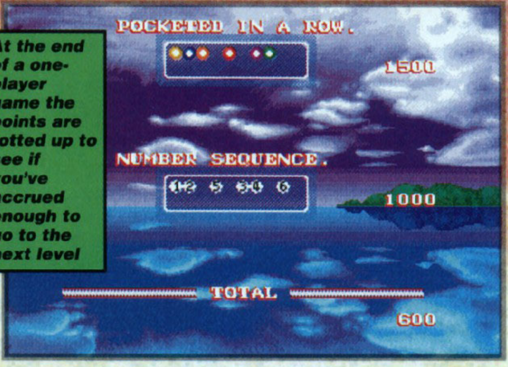
Trick shots are an important part of the game. If you do well in a one-player then you'll be given the chance of a trick shot to make up some more points

ATCH
BALL GAME
7
15
VS
PLAYER 2

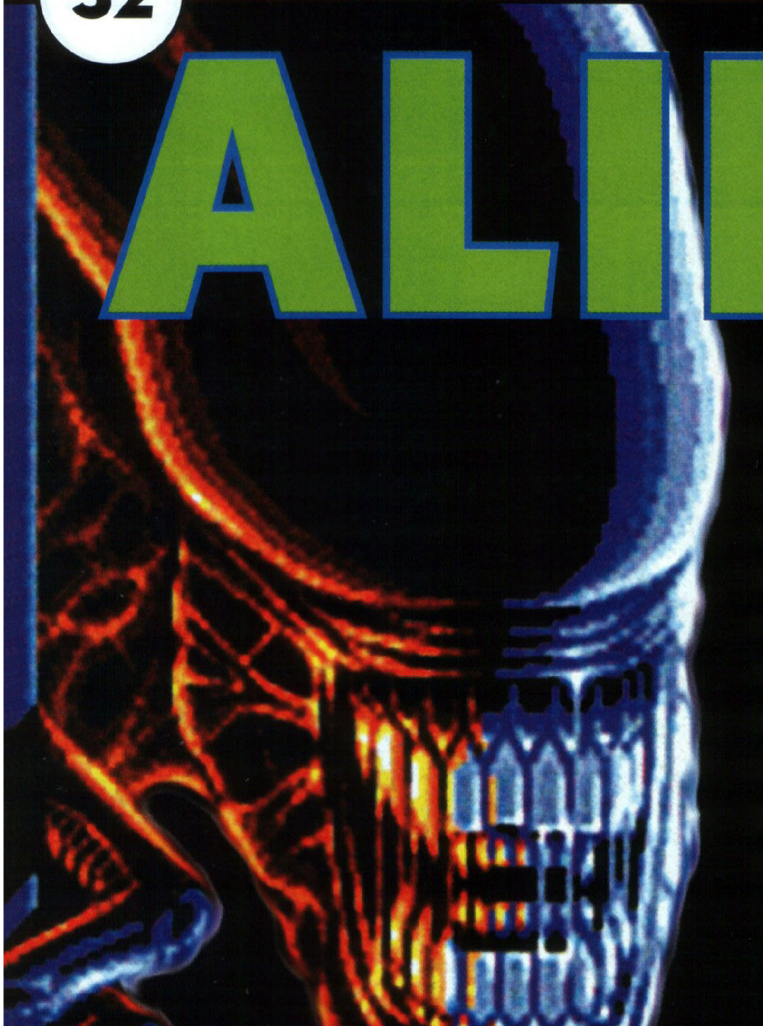
When one ball is left on the table in a one-player game, the zone bonus comes in, much the same as the star bonus


SCORE
800
NEXT
MIN
MAX
CENTER
ZONE

At the end of a one-player game the points are totted up to see if you've accrued enough to go to the next level

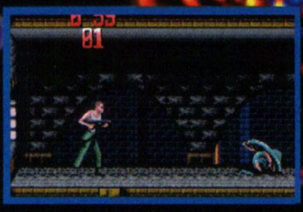

POCKETED IN A ROW.
1500
NUMBER SEQUENCE.
1000
TOTAL
600

ALIEN 3



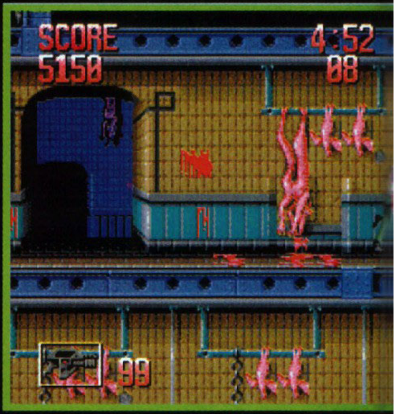
In space no one can hear you scream. Meanwhile back on Earth no one is capable of designing an original platform game.

REVIEW



Having never been house-trained the aliens use the floor. I bet these guys are a big hit at parties

The movie Alien 3 received mixed reviews. After the dizzy heights reached by Aliens many people were expecting a stunning sequel. However, the film relied more on suspense and claustrophobia than special effects, thus disappointing the average blood-and-guts movie buff.



A vegetarian's nightmare. Lots of dead things hanging around. I thought that the Predator was the type to hang bodies around, not the aliens!

The player acts out the role of Ripley who has crash-landed on a penal colony, bringing with her a stowaway alien – oh shit!

The game has 15 levels which are accessed very easily by ladders dotted all over the landscape. Once inside the prison the object is to save the prisoners from becoming the breeding-ground for aliens.

I'm sure most people could guess what happens during the rest of the game. Yep, Ripley collects items such as ammunition and first-aid, while blowing aliens away.

The network of tunnels adds enjoyment to the game especially where the lack of visibility severely hampers speed – you know something is waiting around the next corner!

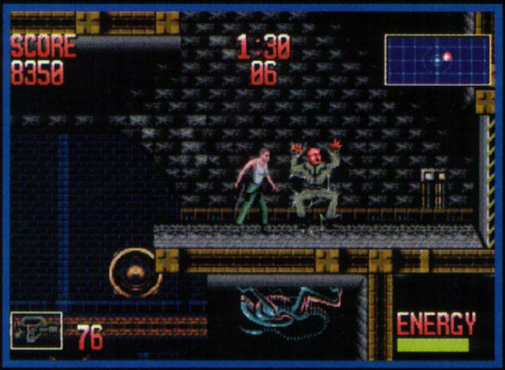
Another nice touch is that before play commences you are given the choice of one to nine lives.

TRIGGER ACTION

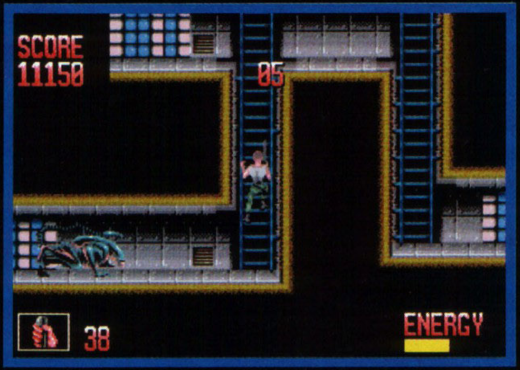
Ripley carries around an assortment of weapons which everyone who saw Aliens will instantly recognise; the pulsar rifle, grenade launcher and flame-thrower.

The different types of weapons have their own characteristics. Grenades are ideal for lobbing into tunnels, while flame-throwers seem the least effective weapon for killing aliens. The gun providing the greatest pleasure `(eh?) is undoubtedly the grenade launcher.

Sometimes fun has to be ruled

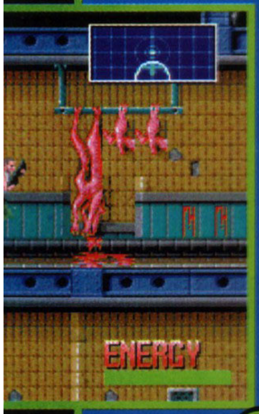


The object of the complete fiasco – bloodthirsty criminals captured by aliens. Why oh why Ripley wastes her life on chaps of this calibre is beyond me

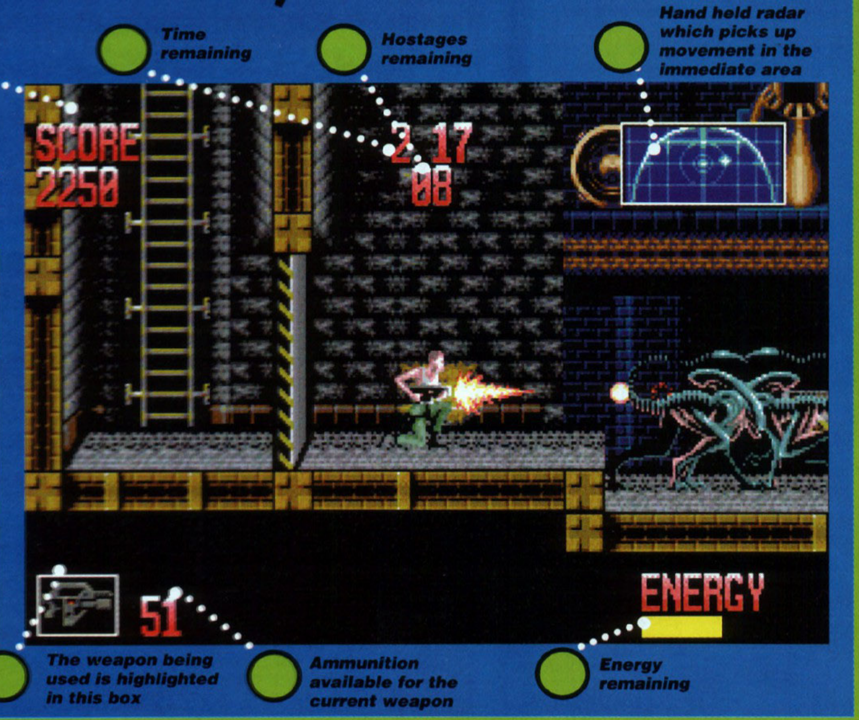


The maze of tunnels where death...actually alien sprites...lurk around every corner and at the bottom of every ladder. Arghh!

TRUST ME, I'M AN ALIEN



Ripley lets those sons of bitches eat some pulsar



Score

Time remaining

Hostages remaining

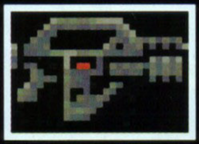
Hand held radar which picks up movement in the immediate area

The weapon being used is highlighted in this box

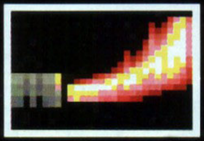
Ammunition available for the current weapon

Energy remaining

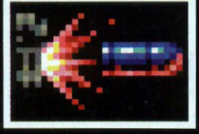
BLATTA!



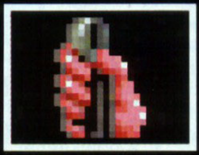
A marine's best friend – the dreaded pulsar rifle



Got a light mate? No problem with this flame-thrower



It's fun to use and is lethal to doors, humans and aliens alike. Yes, it's the ever-popular grenade launcher



Hand held grenades are ideal to find out who is hiding in the tunnels. Be careful of the time fuse

out in favour of sheer firepower and this is where the pulsar rifle earns its money. The bullet bursts cause the aliens to turn to pulp leaving acid over everything.

OO-ER THAT'S A BIT NASTY

In fact when any of these babies hit anything the results are either brilliant or sickeningly disgusting and really show the graphics off at their best.

Other gruesome scenes are found throughout the levels, for example if you fail to rescue prisoners the aliens burst through their chests, leaving the poor humans screaming horribly.

Bearing in mind that the UK computer game industry is principally aimed at the younger market a question has to be raised as to whether detail such as this really has a place in computer games.

On the plus side the sound includes very realistic gun shots which make a hell of a difference in this type of game.

THE BAD NEWS

So what's new about the game then? Unfortunately not very much, just substitute the alien sprites for those in almost any other game of this genre and there it you have it.

Apart from the total lack of originality the game has several other faults. The controls don't respond very well, with the option permitting the player to change button features having no effect whatsoever.

When you take into account that each level runs on a timer this fault is pretty serious when you find a rather large alien bearing down you, time is running out and your gun has less fire power than you thought!

The other fault is the sheer inaccuracy of the conversion from film to game. The humans in the movie have to rely on sheer brain power to survive, not high velocity weapons. This would have made a far superior type of game.

However, instead Acclaim opted for yet another platform shoot'em-up. An area already overcrowded with superior games to Alien 3. Take Terminator as one good example.

GERRY

MEGA PANEL

SCORES OUT OF 10

PLATFORM

ALIEN 3

ONE PLAYER

OVERALL SCORE

62%

GRAPHICS	8
SOUND	8
PLAYABILITY	6
DURABILITY	4

UPPERS

- Graphics are excellent
- The sound is very realistic
- Large, fairly difficult levels

DOWNERS

- Complete lack of originality
- Control system is rather sluggish

Thanks to Megacom, 13 Mansfield Road, Nottingham for supplying this game. Tel: (0602) 475151

"I want a clean fight." Oh that's boxing, my mistake, this is ice hockey

When it comes to ice hockey I have to plead ignorance. Sure I watched it on Saturday mornings after Tiswas – shows my age – and I've seen Slapshot, so I was intrigued when this game arrived on my desk.

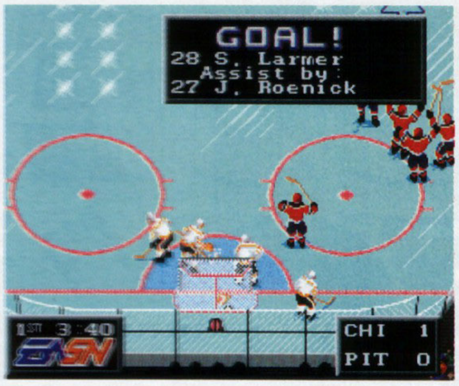
NHLPA '93

REVIEW

The whole idea of ice hockey seemed to be hooligans on ice with the occasional goal thrown in to justify having a goalkeeper. This was until EA released the superb sports sim cunningly titled Electronic Arts Hockey.

When first released many games players claimed it was the best game of this genre and now EA has released an improved version. How has this been achieved and why bother changing a great game?

The gameplay remains identical to the original as do playing fixtures. The view of the action is also the same; from behind the goal. The excellent graphics are also identical to those found in EA Hockey.



Oops. Not being familiar with the controls (no instruction manual, that's my excuse) the opposing team score

The computer opponent intelligence level in the old version was very good, proving to be difficult to beat thus providing a challenge. NHLPA goes a step further by increasing the difficulty level, making for even better one-player games.

Star players now have their own unique attributes, shooting and bodychecking to name but two. These improve over the season depending on the overall performance. When the team play at home the home-team player stats increase because the crowd gives a morale booster. This feature can work to your advantage or disadvantage.

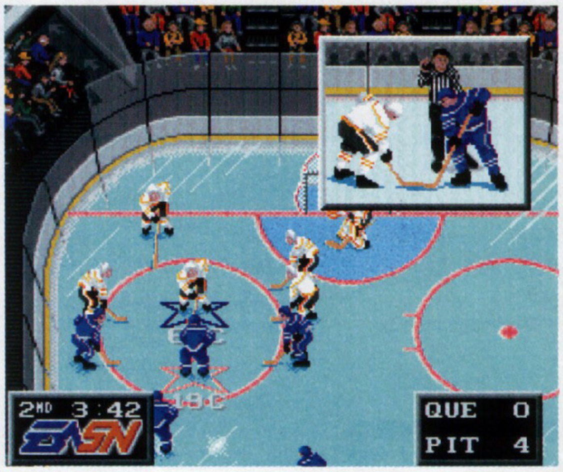
Teams can now be changed. You are able to drop players depending on their current form and replace them with younger more talented players from the reserve teams. This enables you to choose a team best suited to attack the weak points found in opposition sides.

A vast array of TV features also figure with commentators adding the humour element missing from the original.

It has to be said that the game is always at its best when played in two-player mode...that is when half-decent opponents can be found, eh Jools?

All in all NHLPA is a great game, but if you happen to own a copy of the original EA Hockey it may take more than some nice little extras to justify spending an extra £40.

GERRY



Here we have Scouser Jools Vs Glaswegian Gerry and as usual the Scottish are duffing the English. Well, 4-0 to be exact

MEGA PANEL

SCORES OUT OF 10

SPORT SIM

NHLPA '93

ONE/TWO PLAYER

OVERALL SCORE

86%

GRAPHICS	8
SOUND	6
PLAYABILITY	9
DURABILITY	7

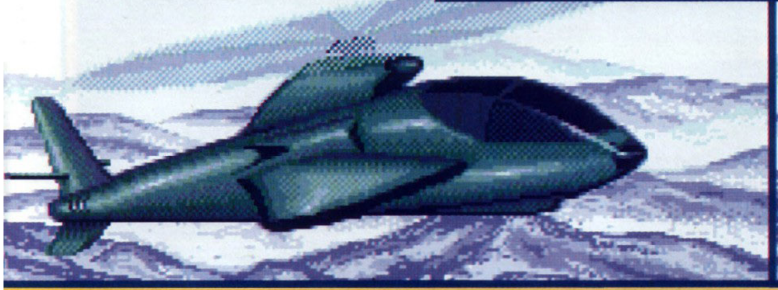
UPPERS

- Great fun
- Fast action
- Good graphics
- Two-player mode is excellent

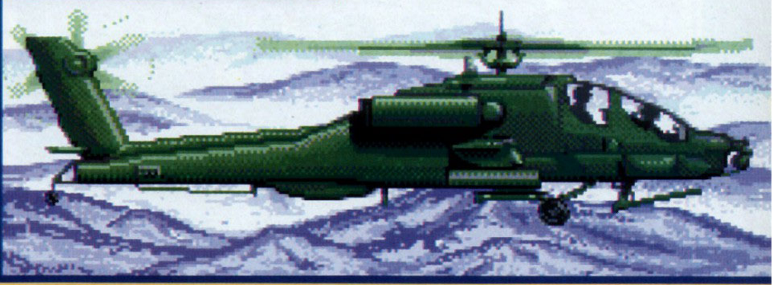
DOWNERS

- Basically the same game as EA Hockey, so is it really worth another £40?

DOUBLE THE TROUBLE



The LHX is a sleek and streamlined helicopter of incredible power. Its existence has only recently been acknowledged by the US authorities and it is reputedly the most technologically advanced helicopter in the world



The apache may not look as impressive as the LHX but it is currently one of the most powerful operational helicopters in the United States. Possessing awesome firepower it is an ideal craft for low level strike missions

LHX ATTACK CHOPPER

LHX is the first chopper sim to be released on the MD. How does the humble console cope?

REVIEW

Electronic Arts' first flight simulator, F22 Interceptor, managed to quash all the talk that the Mega Drive was incapable of running a half decent flight simulator.

It incorporated a reasonable 3D perspective blast'em-up with a few of the features you'd expect to find in a grown-up flight sim. LHX manages to take this idea even further by incorporating many of the best bits from an established PC flight simulator and using them in a more game orientated scenario.

You are an ace helicopter pilot (as always) who must take one of two incredibly smart US choppers out into the war zone and complete missions in various different locations. The Libyans, the Eastern Europeans and the Vietnamese are all in need of a good tanning so your work is definitely cut out.

DESERT MISSION

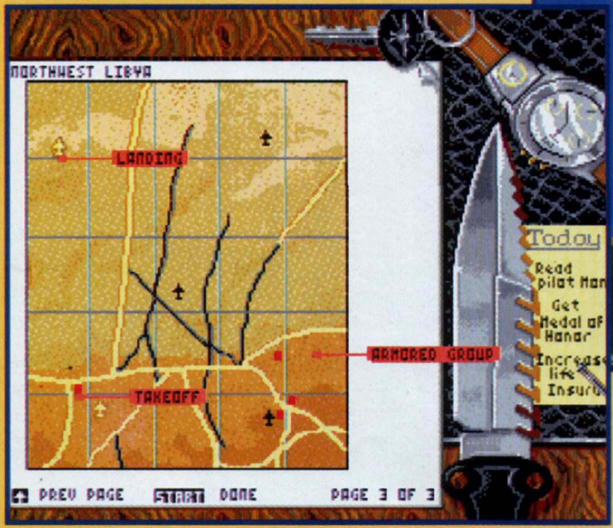
Beginning your career as a humble second lieutenant you must work through the missions in order to be promoted through the ranks.

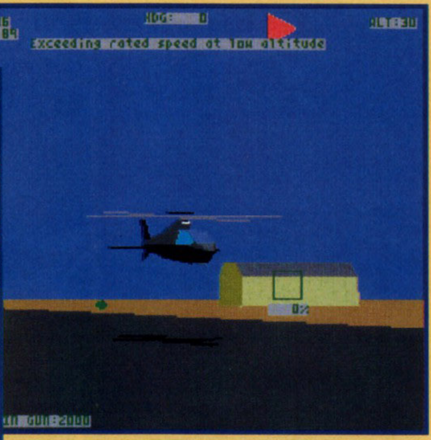
Each mission is randomly created within a basic scenario, so whereas the Libyan missions will always have the same goal, the primary targets will be in a different place each time you play. This is a good idea, as one of the biggest problems with F22 was that it got boring whenever you went back to the beginning.

The basic goals are very similar for each mission you fly. Take off from your base, knock out a strategic location or rescue a comrade, turn

CONTINUED

(Below) The map is provided at any point during the game. Simply pause the action and you can plan your route to and from the target area



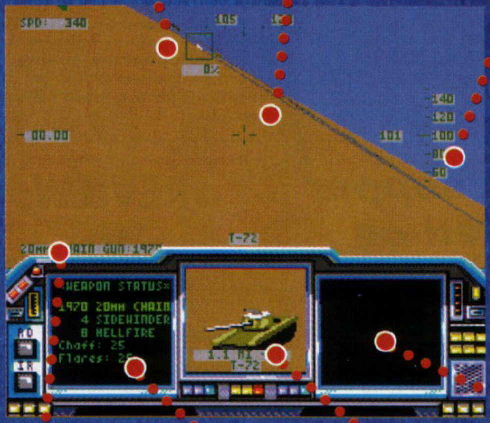


Exceeding rated speed at low altitude

(Above) The LHX gracefully lifts off from the desert base. This is one of the many external views that are available in the game

IN THE HOT SEAT

LHX COCKPIT


SPD: 340
105
0%
00.00
140
120
100
80
60
101
20MM CHAIN GUN:1970
T-72
WEAPON STATUS
1970 20MM CHAIN
4 SIDEWINDER
8 HELLFIRE
Chaff: 25
Flares: 25
T-72

The box indicates what the targeting computer is currently tracking

Sights simply give you a bearing

The altimeter shows you how high you are

The radar gives you a good idea of where the nearest targets are

The weapon that is currently selected is indicated here

Here we have a weapons computer read-out

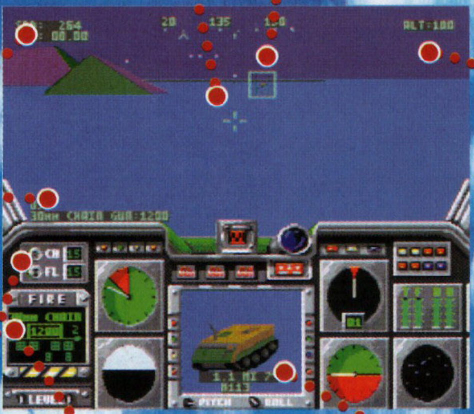
A computer enhanced camera view gives you a detailed picture of the target you are currently tracking

APACHE COCKPIT

The sights to give you a rough bearing of your focus point

As with the LHX, the apache will track targets on the HUD

Your current air speed is shown up here


264
00.00
20
135
150
ALT:100
30MM CHAIN GUN:1200
CH 15
FL 15
FIRE
1200
LEVEL
PITCH
ROLL

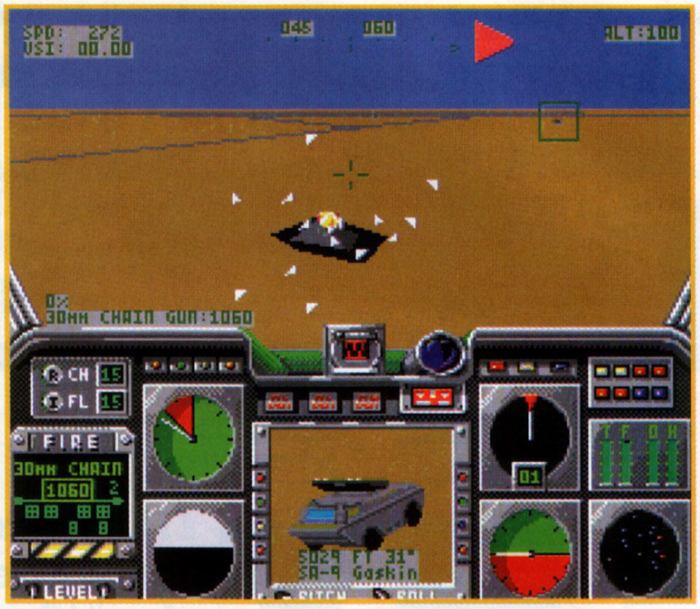
The altimeter is tucked away up here in the apache

The current weapon is indicated in this small read-out on the HUD

Here we have the number of flares remaining

The weapons computer gives a read-out of all available weapons

The apache has a similar tracking camera system


SPD: 272
VSI: 00.00
045
060
ALT:100
0%
30MM CHAIN GUN:1060
CH 15
FL 15
FIRE
30MM CHAIN
1060
01
5029 FT 31°
SA-9 Gaskin
LEVEL
PITCH
ROLL

The polygon graphics are surprisingly advanced. When you shoot something it explodes into tiny triangular shards that fly away from the explosion in a most convincing manner

CONTINUED

turn around and fly home. There is nothing too troublesome really.

Along the route you'll be harassed by numerous ground and air based defences that can all be easily knocked out with the help of your incredibly clever combat computer. Simply point the 'copter at whatever you want to destroy, select either a cannon, hellfire missile or sidewinder and let 'em fly!

Unfortunately the biggest problem with the game is this 'between targets' combat. On the easier levels you can practically fly around without taking any notice of the ground based defences whatsoever. They almost appear to be present for the sole reason of making the game look pretty.

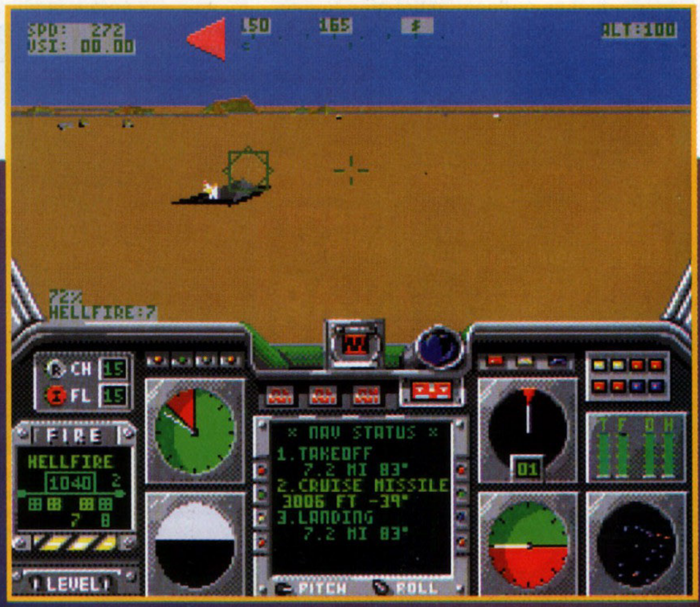
INVISIBLE DANGER

On the harder levels though, the defence systems become incredibly active and very often you'll find yourself destroyed by a target that you were unaware existed!

Maybe a compromise between the two extremes would have been a good idea. Even though there are five skill levels the 'very easy' and 'easy' seem to be identical!

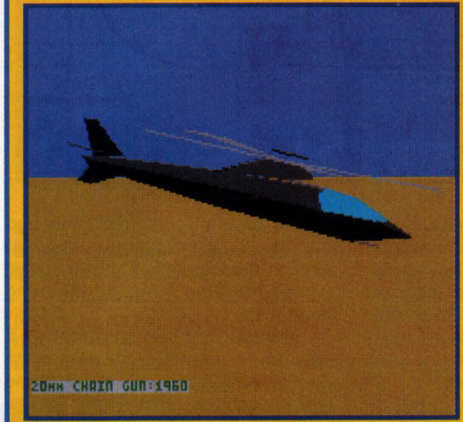
The most impressive feature of LHX is the speed at which the 3D

When one of your missiles (either hellfire or sidewinder) locks onto a target, you are shown a diamond shaped box under which is a percentage that shows the certainty of a direct hit

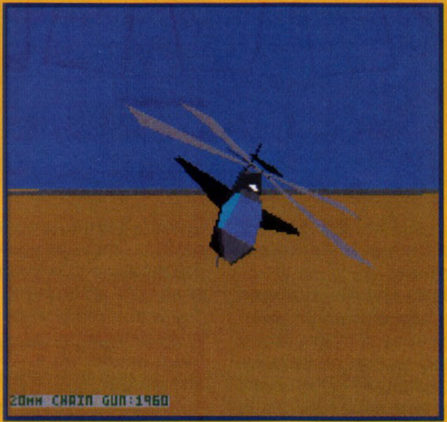

SPD: 272
VSI: 00.00
150
165
S
ALT:100
72%
HELLFIRE:7
CH 15
FL 15
FIRE
HELLFIRE
1040
NAV STATUS
1.TAKEOFF
7.2 MI 83°
2.CRUISE MISSILE
3006 FT -39°
3.LANDING
7.2 MI 83°
01
LEVEL
PITCH
ROLL

RELEASE DATE: OUT NOW • PRICE: £39.99

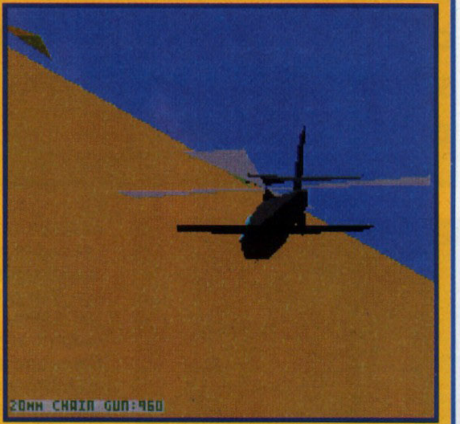
FROM THE OUTSIDE LOOKING IN



The game offers numerous external views so you can watch the action from all over the place. For example you can look from the side...



...Alternatively you can look towards the front of the chopper...



...Or you can track your gunship in a chase plane from behind

polygon graphics are manipulated. OK, so it's not quite up to the standard of your average PC or Amiga simulator, but bearing in mind that the Mega Drive hardware is not really equipped for this sort of thing, it's quite impressive.

The ground features, although few and far between, slide along very smoothly, and the reasonably simple enemy vehicles and emplacements are all animated very quickly.

DID YOU SEE THAT?

On top of this, the external views of both choppers are really very well done! When selecting an external view you see the helicopter, complete with both its main and tail rotors spinning. An unexpected little extra.

Sonically the game has all the expected bangs, crashes and whistles, along with some reasonably well implemented speech from your co-pilot that tells you when a target is locked on and you're hit.

The game is filled with some very thoughtful features, and it's this that goes to show what a quality product it really is. Although only a one-player game, there is a form of pseudo two-player game where a second player can use a joypad in port two to control the weapons systems. This means that on the higher levels you have the added advantage of two brains taking on the enemy!

Overall I have to say that I was most impressed with LHX Attack Chopper. To be honest I wasn't expecting much of it as I really didn't believe the Mega Drive could do justice to such a superb PC game.

Obviously the console game has been simplified something rotten, but the developers have managed to include all of the best bits thus ensuring that you find it both playable and addictive.

If you're looking for the definitive Mega Drive combat flight simulation, this may well be it. However, its glory may be short lived as there are two more similar games being released very shortly in the shape of Steel Talon and Mig-29 from Domark. Both of these will employ similar simulation style graphical techniques in the game environment and only time will tell if LHX will remain the king.

MEGA PANEL

SCORES OUT OF 10

FLIGHT SIM

LHX ATTACK CHOPPER

ONE PLAYER

OVERALL SCORE

84%

GRAPHICS	8
SOUND	6
PLAYABILITY	7
DURABILITY	8

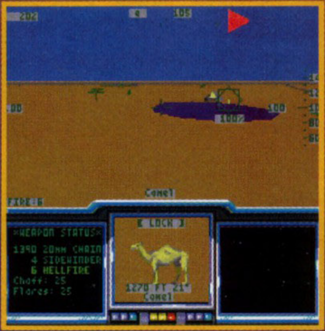
UPPERS

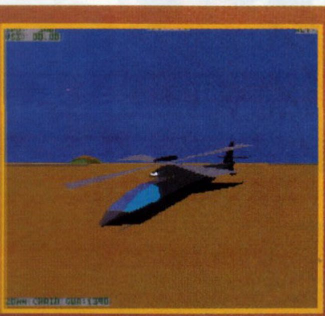
- Fast 3D polygon graphics
- Varied gameplay through random mission creation

DOWNERS

- Very game orientated
- Won't appeal to an enormously wide audience

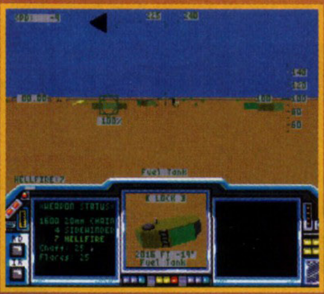
The biggest problem with your targeting computer is that it will lock onto anything – including camels!

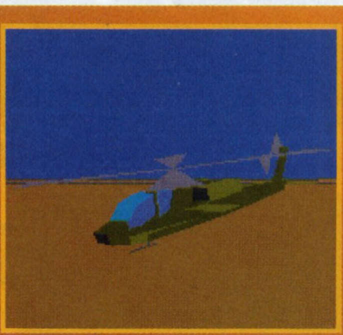




One of the best demonstrations of the LHX 3D graphics engine is the 'circling view'. Here the view moves all the way around the chopper and updates the background at a tremendous rate

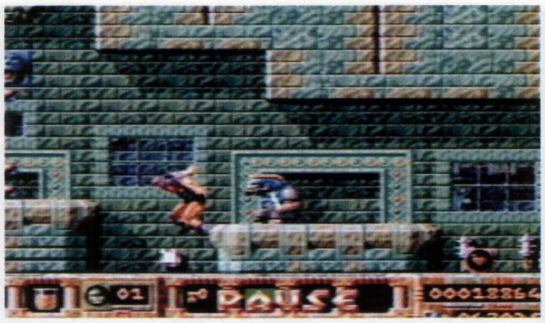
Blowing away a few fuel tanks ensures that the enemy will struggle to keep their ground assault going. Use either your cannon or hellfires to smash them





The apache is a very different looking beast from the LHX. It's much more angular and far less streamlined. It's still a formidable fighting machine though!

Acclaimed by many as the best platform game ever, the Bitmap's Gods arrives on the Mega Drive souped up, wigged out and coloured in



The long headed pygmy tribe plays a fairly important role in your downfall, they fire energy beams, walk into you and generally sneer in a derogatory manner

REVIEW

Not content with just porting the original code across from the Amiga, Renegade insisted that the game be improved and tweaked to take full advantage of the Mega Drive's capabilities.

So no longer will your hero wimp out with the axes because the machine can only handle 12 on screen at a time, on the Mega Drive he can fling as many about as he likes, no problem.

"But, what's this Gods thing all about then?" I hear some of you cry. Well, yer man wants to be a god. So he sends off his application form to Olympus central, waits for a few decades and then gets accepted, pending his physical.

The physical is where you come in. It takes the form of four Herculean tasks that have to be completed by le hero before he'll receive his pass for the Universal Union of Deities. Each task is a level, with each level made up of three worlds plus a guardian.

It's not all shooting and jumping, levers play a fairly crucial part in all these hi-jinks, inbetween molestations by mutant monkeys that is!

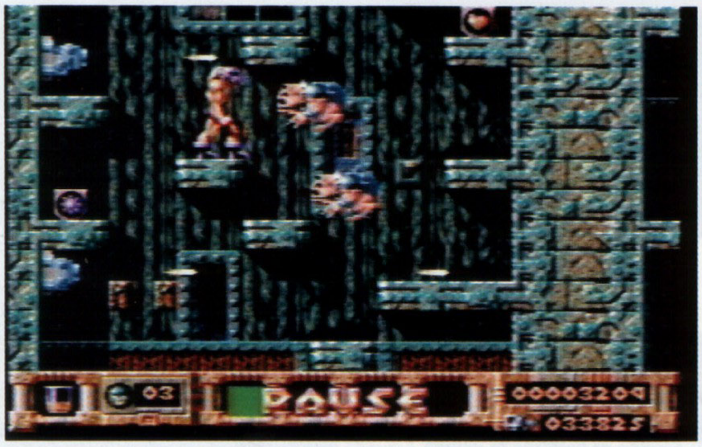
CRUCIAL COMBINATIONS

For the first few levels all you'll have to do is a pull all the levers in sight and you're sorted; walls fall down, enemies vanish, jewels drop from the heavens, beautiful women leap into your arms, that kind of thing.

Later levels however, see it getting just a smidgen trickier. You might find a door that won't open and three levers to be pulled, but in what order? Three levers means six combinations, and you can bet that if you get it wrong you won't just be able to shrug it off and give it another go. The wrong combination will more than likely bring a horde of sweaty nasty things determined to rip your head off and eat it.

Time limits add a certain 'bastard!' factor as well. Although the game incorporates a certain amount of help for the crap among us, with on-screen hints and the like, it will only let you get so far through the later levels unless you've picked the time bonuses by being quick.

The game shows you what do if you really are awful, but you'll have to do it properly if you want to get all the way through the game. Even with this assistance it is still one of the most taxing games I've come across for

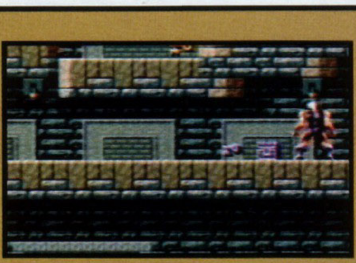


Level three is naturally a bit on the tricky side; flying gargoyles, hidden traps, more levers to pull than you know what to do with. It's hard work trying to be a god you know

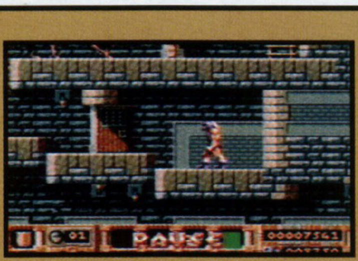
GODS

RELEASE DATE: AVAILABLE ON IMPORT • PRICE: £35

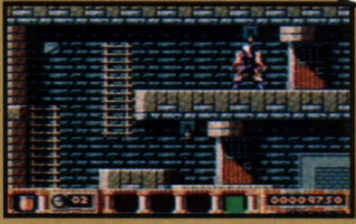
ON THE PULL



Pull this lever second to reveal the treasure box and the key...



...Straight through the door, pick up the goodies...



...Up around the top, open the door and you've finished with time to spare

a long time, none of your 'finished it an afternoon' here. This will take you a long time to complete.

Throughout the game you will be required to carry things; keys to enter the next level, an item to be exchanged for the key to the next area and so on. You can carry up to four items at a time, each in its own window at the bottom of the screen. Very rarely will you have select and use an item, merely get to the right place and it does it all for you.

MUTANT MASSACRE

This lever pulling is all very well if you've got the time to do it, but what I haven't mentioned as yet is the fact that all the while you are being swamped by veritable hordes of mutants who not only chase after you but fire things at you as well.

The one big irritation that I found is that while you crouch to duck the enemy's energy beams you cannot fire as well, meaning that you have got to be bloody quick at turning and shooting and ducking... all at the same time!

Some of the enemies are 'intelligent' as well. Not intelligent enough, for example, to explain the theory of relativity, but brainy enough to realise you are walking behind them and so turn and start chasing you. Not all are like this though, with the majority on the early levels just doing the standard walking back and forth along a platform sort of thing. Even so the game moves so fast they are all a real pain.

Frantic is probably a good word to describe this game with the speed it runs at on the Mega Drive. Not only does it incorporate the exploration and pseudo puzzle elements of a game like Wonderboy in Monster World, but it also has the manic battles with legions of angry uglies of

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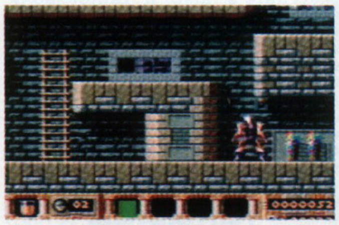
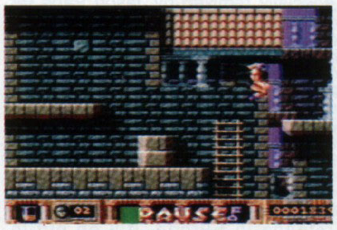
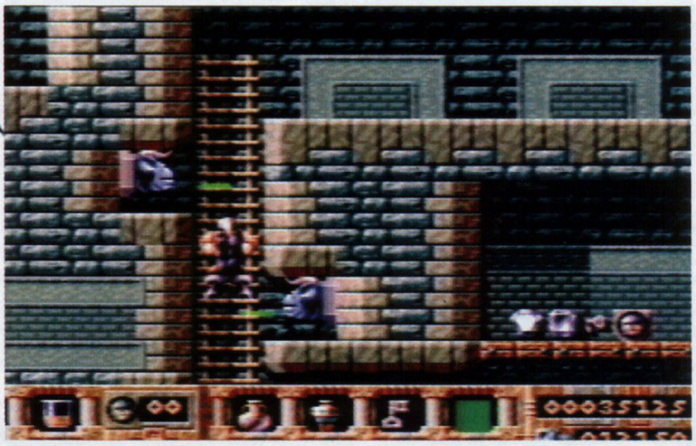


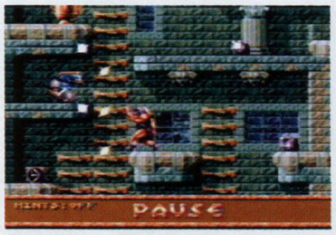
Nasty sticky-uppy things, but will this lever save your wedding tackle from a serious case of fatal injury?



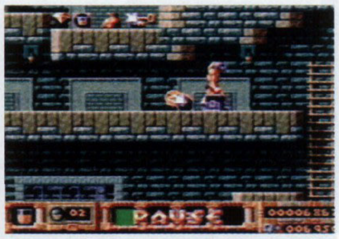
Morris dancing is a little known talent that all the gods possess. They feel looking stupid gives them a certain humanity



Precision ladder climbing is the order of the day here, but have you performed well enough to get the treasure?



They're really ugly on level two



Levers can bring trouble and strife

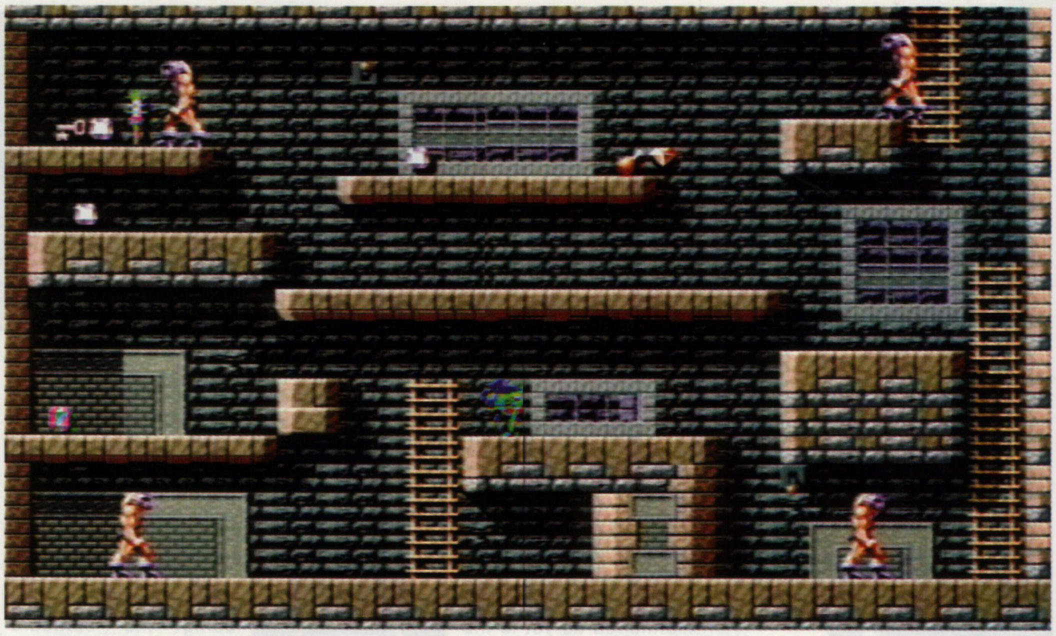
CONTINUED

Shinobi. It does however, manage to do both better than either of these games.

Presentation can't be faulted, except for the main sprite that always looked a bit stunted to me on the original versions, and certainly hasn't improved here.

They have managed to include some 64 colours on screen, as opposed to the original 32 that gives a great amount of detail in the walls and all the objects, like the pots and the keys.

There's also a rather sexy parallax scroll behind the main play area giving the screen some depth. The enemies have a nicely gruesome feel as they all look intent on drinking your blood under the full moon, no matter what the cost.

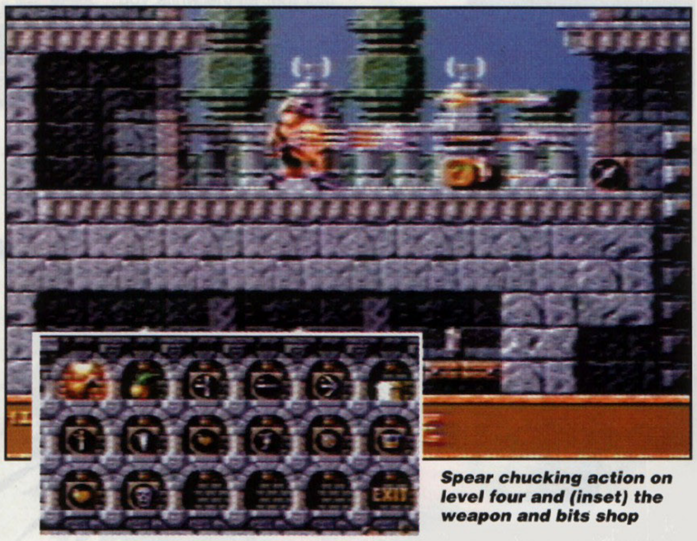


TUNE IN, IT'S THUMPING

There are eight thumping tunes based on John Foxx's music for the PC Soundblaster. These have been specially remixed by Jason Page for the Mega Drive. Sticking the soundtrack through headphones or a hi-fi really beefs up the experience. Unusually for the Mega Drive the music and sound effects really drive you on, instead of pissing you off within half an hour.

Here comes the bad news folks, this game will not be on official release in Europe. It'll be out in Japan, it'll be out in the States and I've even been told that the Jap playtesters play it in their lunch hour!

It seems to be a crime that a superlative demonstration of what a Mega Drive game should be like – good-looking, infinitely playable and long lasting – will only be available on grey import. It's often said that the future is never certain, let's hope that this is right in this case.



Spear chucking action on level four and (inset) the weapon and bits shop

ARMS FOR ARM'S SAKE

***HUNTER:** power five*
Expensive but fast and effective against anything

***FIRE BALLS:** power five*
Give a lovely spread against all manner of enemies

***SPEAR:** power 6*
Not much of a spread but very tough and they move fast

***AXE:** power 12*
Clears everything in its path

***MACE:** power three*
Better weapons available

MEGA PANEL

SCORES OUT OF 10

PLATFORM
GODS
ONE PLAYER

OVERALL SCORE
91%

GRAPHICS	9
SOUND	9
PLAYABILITY	8
DURABILITY	9

UPPERS
- *Excellent graphics*
- *Stirring soundtrack*
- *Lasts for ages*
- *A real challenge*

DOWNERS
- *Main sprite is a bit iffy*
- *Not for the casual gamer*

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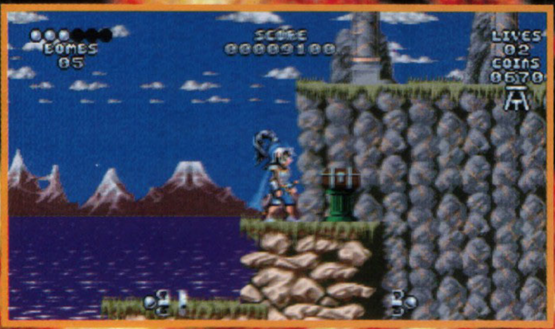
Does the Mega Drive need another platform game where you trundle around hitting things with a big sword? Maybe it does if said game is a conversion of a classic Psygnosis Amiga title.


BOMBS
05
SCORE
00009100
LIVES
02
COINS
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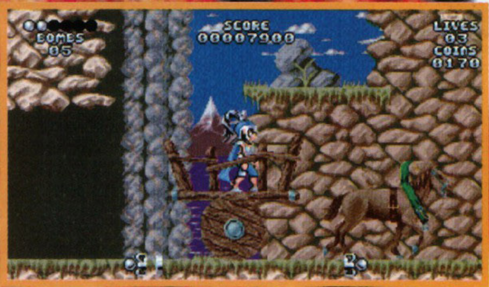
It isn't just your main objective that you're interested in. Whalloping many of the boxes that are lying around will produce valuable coins or health potions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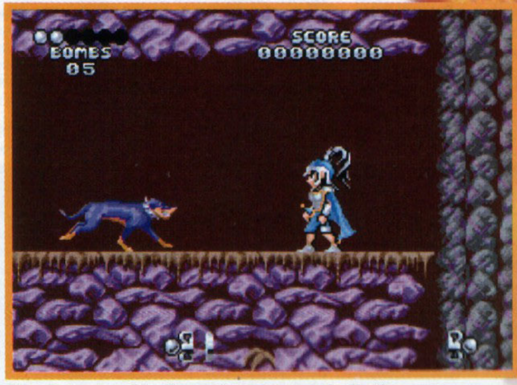
On the second stage you'll have to thumb a lift on the back of a horse and cart to be able to reach your destination. This whopping great big sprite is very nicely animated


BOMBS
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SCORE
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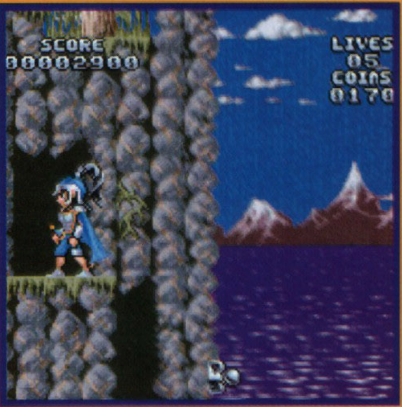
The hounds of hell can be a real pain in the arse as you're looking through the caverns on the hillside!

SPELLUNKING!

On most of the levels the object of your mission will be hidden deep within a cave, the entrance to which is a simple black doorway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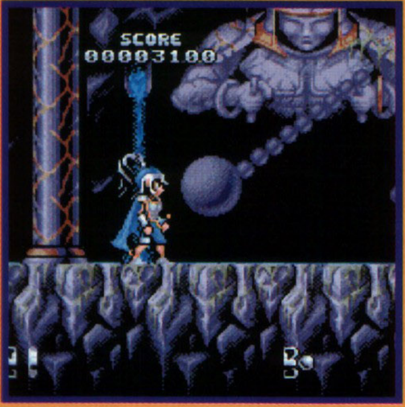
SCORE
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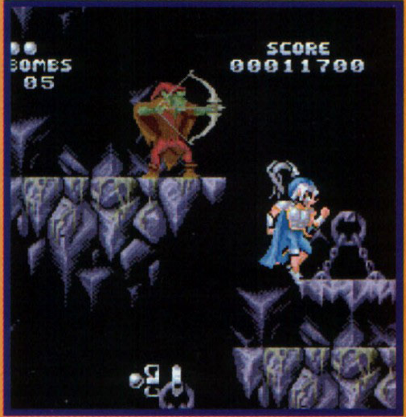
Inside the caves there are some fairly unpleasant traps that must be overcome. Huge stone statues swing heavy balls back and forth to block your path

Many of the caves are huge and are filled with hostile creatures who will do anything to ensure you don't reach your goal


BOMBS
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GALAHAD

REVIEW

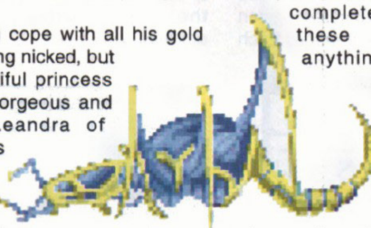
Having made a name for itself on the 16 bit computer market Psygnosis is now proving that it is more than capable of producing some excellent Mega Drive titles. Many of you will have already played Fatal Rewind or Shadow of the Beast, but the best is yet to come. Yep, Galahad – previously known as Leander on the Amiga – is one of Psygnosis' all-time classic games.

Taking on the role of a noble and brave warrior, named Galahad surprisingly enough, you must travel the lands in the service of your master, the great King Arthur. For years you have served this great leader but now you've got to head off on a real stonker of a mission.

LEGENDS IN THE MAKING

Way up on a big mountain in the middle of nowhere lives a wizard with a serious kleptomania problem. Apparently he's been causing all manner of trouble for the past couple of years, but this time he's just gone too far!

Arthur can cope with all his gold and jewels being nicked, but when a beautiful princess such as the gorgeous and well-horny Leandra of Psygnosia is kidnapped, big Art gets narked.



Your mission is to nip off up the hill and rescue Leandra from the wizard's castle while liberating all of Arthur's artefacts along the way. Doddle.

Beginning at the bottom you have to jump around loads of platforms hitting anything that moves, while collecting everything that looks even remotely valuable. Each stage of the game has a set task that must be completed and these can be anything from retrieving a giant jewel encrusted spider's egg to seeking out an ancient mystical spell book.

Your journey will take you through villages, caverns and fortresses and is fraught with danger at every turn. Dragons, zombies, warriors, giant spiders and hell hounds are all trained to sniff out and destroy all strangers that cross their paths.

Fortunately though, you are well armed. You begin with standard guardsman's clobber, but this can be added to by visiting shops that are dotted around the hillside. If you've bashed enough meanies you should have nicked sufficient dosh (by ferreting through their pockets) to be able to buy some well-hard goodies at the first shop.

Magical armour (with varying hit point protection spells) is available at a cost, as are some of the hardest looking swords you've ever seen.

If you're absolutely loaded you'll be able to buy swords that blast out huge waves of energy allowing you to shoot at your assailants as well as thwacking 'em with a sword. By the final level of the game you'll have enough dosh to buy a sword so hard that just letting the bad guys look at it will make them keel over.

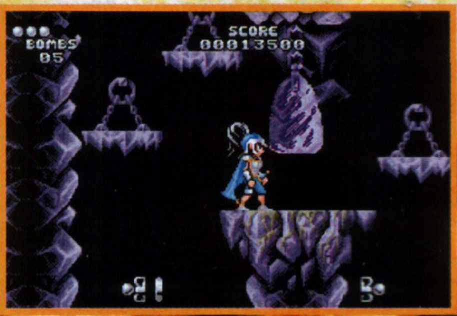
CONVERSION OR IMPROVEMENT?

Those of you that have seen the Amiga original will doubtless be aware that it was a superb product. In my opinion though, this new Mega Drive conversion significantly improves on the original.

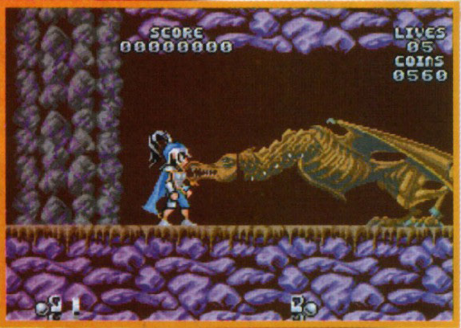
The first and most obvious difference is the graphic quality. There are now far more colours on screen and the parallax scrolling effect is quite

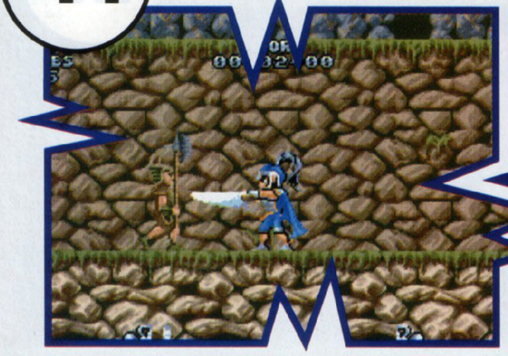
CONTINUED

The wizard's minions seem to go in for the 'lumps of rock hanging on chains' approach to hillside defence. They're not really a problem, it's all a matter of timing

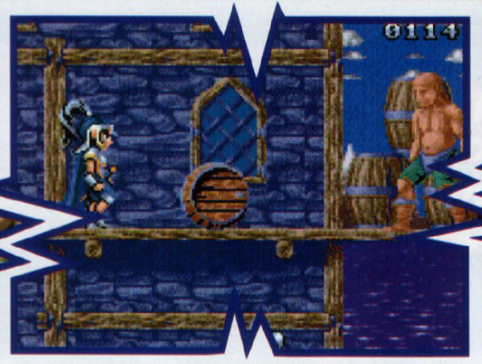


Every now and then you'll come across a huge bloody great dragon. A few well aimed smacks in the mush will make him disappear in a puff of smoke

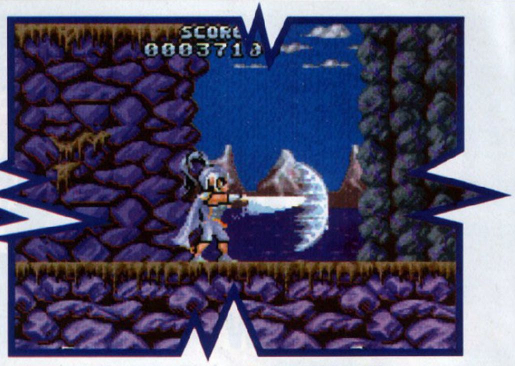




Here's the first enemy that you will encounter. He is the bog-standard boring and dreary guard who meanders around poking things with his spear. Oo-er missis!



This huge bloke spends his whole life performing an admirable impression of Donkey Kong. He picks up a barrel, rolls it along the ground, picks up another and keeps going indefinitely



After coming out of the shop you'll be all powered up and raring to go! Shiny new armour and a whopping great big weapon with which to smack the baddies in the face

CONTINUED

superb! Take a look at the screenshots throughout this review and you'll notice that they are consistently superb. The sprites are all very well animated, and the larger end-of-level guardians such as the dragons and spiders are extremely well rendered.

It's not just the graphics that have been snazzed up in this conversion though. The gameplay has also gone through a bit of an upheaval. Many people complained that the original Amiga version wasn't altogether consistent in the way the puzzles and traps were arranged. Very often there'd be some very easy ones on early levels that were then followed by an absolutely rock hard problem.

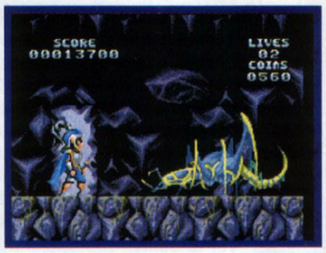
The Mega Drive version has sorted this problem out quite considerably and as a result it is an extremely playable game.

IT'S ENORMOUS

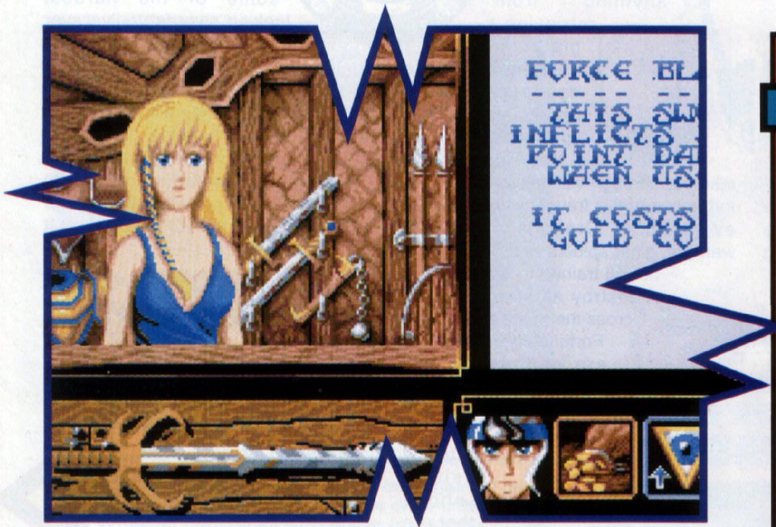
The game is pretty big too! There are three basic levels all of which can be accessed by a password system given when you complete each stage. Each level contains seven large stages – you're definitely going to have your work cut out getting through that lot. Some of the later stages are absolutely huge!

Overall I have to say that I am very impressed with Galahad. It is one of the best examples of a conversion across the formats that I've seen. The development team has used the basic game structure and tailored it perfectly to take advantage of the Mega Drive's abilities.

JOHN



The giant spiders patrol many of the caverns. If you think these look big, there's one later on that's about twice the size! Yuck!



Every three or four stages you'll find a shop in which you can purchase weapons and armour. If you've collected enough money (by opening boxes and killing guards) you'll be able to afford all manner of goodies

MEGA PANEL

SCORES OUT OF 10

PLATFORM

GALAHAD

ONE PLAYER

OVERALL SCORE
90%

GRAPHICS	9
SOUND	6
PLAYABILITY	8
DURABILITY	8

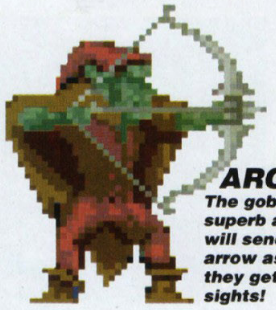
UPPERS

- *Superb graphics*
- *Excellent use of the Mega Drive's abilities*
- *Extremely playable*
- *Password system*

DOWNERS

- *The sound is a bit goofy*

GUARDS! GUARDS!

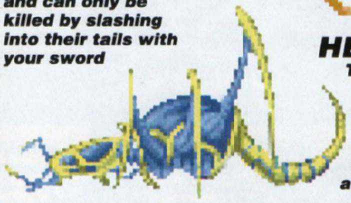


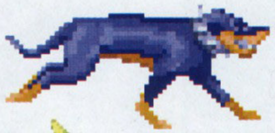
ARCHERS

The goblins are superb archers and will send up an arrow as soon as they get you in their sights!

SPIDERS

The spiders are very effective patrolling guards and can only be killed by slashing into their tails with your sword



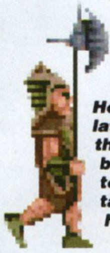


HELL HOUNDS

These vicious dogs simply run up and down on platforms. Unfortunately, should they touch you, they inflict an awful lot of damage

GUARDSMEN

The guards come in many forms. Initially they trot around spiking things. However, on later levels their armour becomes very tough and it takes many hits to kill them



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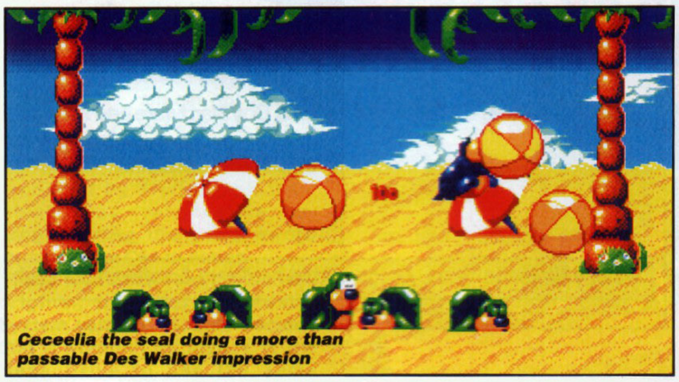
AQUATIC GAMES

The last time a fish sprouted legs and walked out of the water it was called evolution, but this time it's called The Aquatic Games.



Ceceelia the seal doing a more than passable Des Walker impression

MEGA PANEL

SCORES OUT OF 10

SPORT(ISH)

AQUATIC GAMES

ONE-FOUR PLAYER

OVERALL SCORE
78%

GRAPHICS	9
SOUND	8
PLAYABILITY	7
DURABILITY	5

UPPERS	DOWNERS
● Gorgeous to look at ● Hilarious at first	● You still have to hit buttons alot

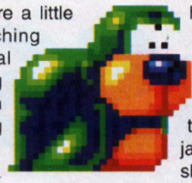
REVIEW

The Mega Drive's cutest hero has traded his fins for limbs so he can take part in a sports tournament.

One to four people can compete in eight different, and decidedly wacky events. The 100 metre splash; hop, skip and jump; tour de grass and leap-frog are based around manipulating the joypad quickly in some manner or other.

Added to this base are jumps and bonuses giving life to these events. The excellent graphics do a lot for the game anyway without little things having to be added.

The other four events are a little more esoteric, kipper watching has you in control of a seal trying to protect six sleeping 'Dougal look-alike' seals from a barrage of bouncing beach-balls.



The bouncy castle sees Pond bouncing off sponges and receiving points for all the tumbles and rotations he manages in mid-air.

Feeding time has Freddy the starfish feeding the fish with sweets to keep them underwater and stop the nasty fishermen from catching them.

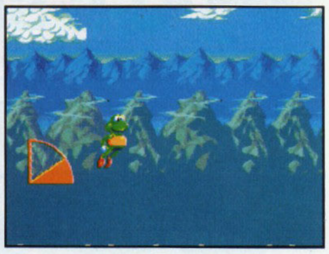
Like kipper watching, it doesn't sound much, but when the fish start popping up all over the place and the beach-balls rain down in their hundreds both events get very frantic.

Shell shooting is possibly the most bizarre of the lot. Pond is in a room with six balloons and two machines that pump out limpets. He must jump over the limpets but as he comes down he has to flick the limpets into the air. He then has to catch them in a dustbin lid and fling them into the air to burst the balloons. Bonkers! Absolutely stark-staring, tie-me-up-in-a-nice-linen-jacket-with-padlocks-on-the-sleeves, bonkers!

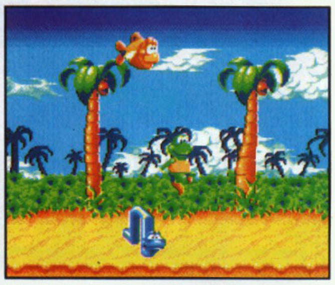
There are bonus stages which include a juggling penguin, and a high jumping frog just for starters.

With all this madness, brilliantly appealing graphics and a hatful of bouncy tunes The Aquatic Games more than makes up for its basic game-play. The problem is that the novelty will wear off.

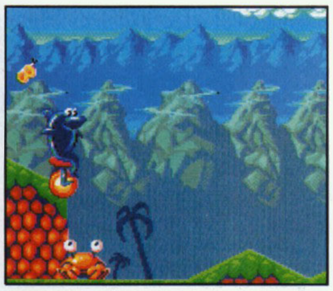
JOOLS



The jump bit of the hop, skip and jump is all down to timing and getting the angle just right



Pond, trying to protect his knackers from a nasty shock, frolics his way over an electric eel



Mark the shark (groan) unicycles his way over what could easily be the Green Hill Zone

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Wanted, any good Mega Drive (UK) shoot'em-up ie Hellfire, Zerowing, Thunder Force III. Will swap or buy. Will pay up to £25. Ring Colin on 051 625 1138 after 6pm.

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Mega deal! I will sell my Sonic for £13 and Mercs for £18 or both for £28 or will swap either one for Krusty's Fun House, Chuck Rock, Super Monaco GP 2 or Columns. Please contact Ross on 0279 420273 after 5pm.

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Mega Drive games wanted will pay up to £15. Most titles considered. Tel: Dawn 0286 880057.

Anyone want to swap a Game Gear with two games for anything, or buy it? If so write to Adam, 28 Longcroft Avenue, Banstead, Surrey SM7 3AE.

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INDIANA JONES AND THE LAST CRUSADE

PREVIEW

Following its 'enormous success' on the Master System, Indy III is buckling up his swash for the Mega Drive.

Some three years after the arrival of the final Indy film on our cinema screens, US Gold has almost got around to releasing Indy III for the 16-bit Sega machine. It is being produced by Tiertex, the team which was responsible for programming the game on all formats, from C64 to Amiga.

It is closely based on the original, but after the Master System version US Gold decided that it wouldn't do justice to the Mega Drive to use the same graphics and as a result ordered sweeping changes.

From the screenshots we've seen it's been made more colourful, far crisper and can now stand alongside the latest Mega Drive titles.

A REAL MAN

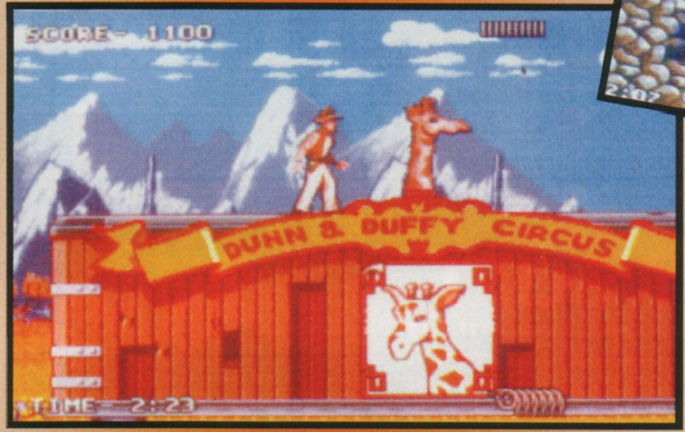
The game design is based very closely on the film. Indy's dad has been kidnapped by the Germans who want him to tell them the location of the Holy Grail. This secret is kept in a book that he sent to Indy for safekeeping, but Indy's coming to look for his father complete with said book.

So over five levels of platform whip'em-up Indy leaps, swings, crawls, punches, jumps and climbs his way through underground mines and along the top of trains all to save his Dad. Ahh!

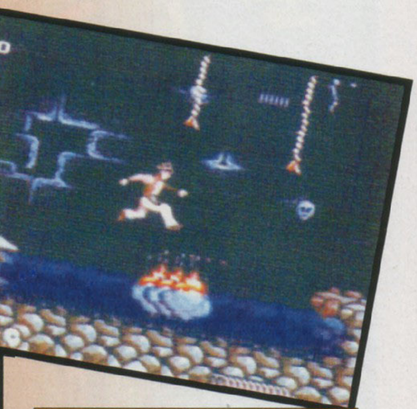
Indy will have a whip as his ultimate weapon but he can only use it a limited number of times, then he has to find another one. He will also be carrying a gun, but again ammo is in limited supply. Dotted around the game are other items to be picked up such as extra lives and bonus points.

In keeping with the console style Indy III contains a number of short cuts and hidden bonuses in an attempt to give the game a longer life.

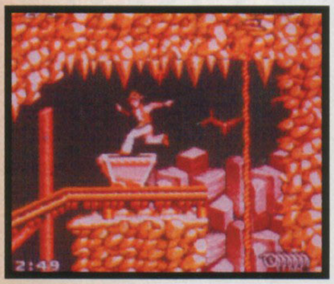
With this and the obvious efforts of US Gold to produce a top class title, the hope is that Indiana Jones and the Last Crusade will live up to the success of the film.



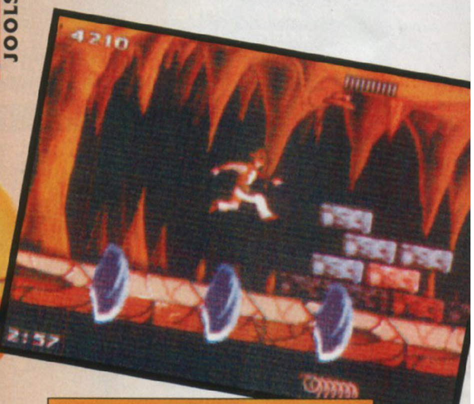
Scandal! Indiana Jones in horrific giraffe mugging shocker!



Something tells me that by shunning the ropes, our Indy may well be going swimming

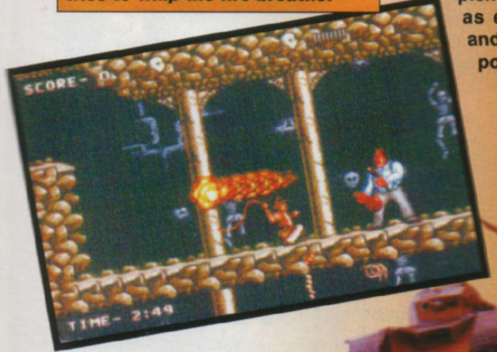


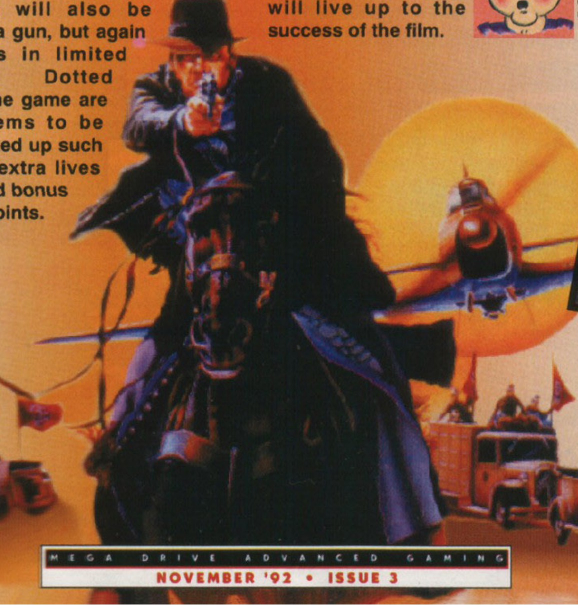
Just one small leap for Indy and he finds himself careering down a mineshaft in an ore truck

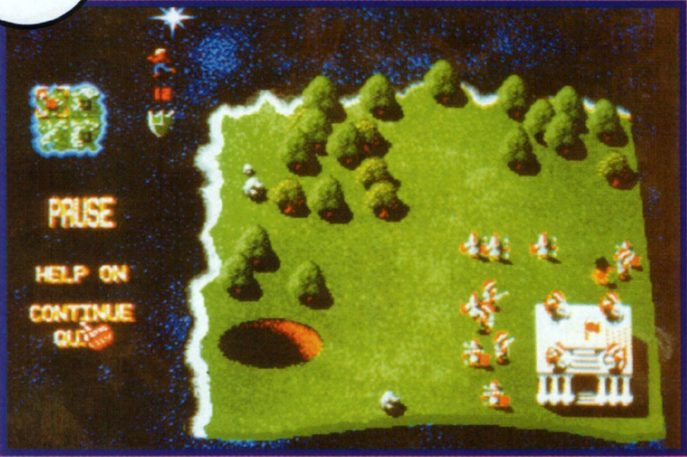


Yet again we see the exceptionally athletic Indy flinging himself about without a thought for his safety

Indy nearly gets toasted as he tries to whip the fire-breather







Here we see the population at a stage of development which has much in common with the Romans. Defending their ornate villas with swords and shields, this is the first of the more advanced tech-levels in the game

MEGA-lo-MANIA was without a doubt one of the most successful Amiga games of last year. Blending God-like control with a certain amount of violence and humour the game enchanted everyone who played it. Now the game is finally set to hit the Mega Drive...

Sensible SOFTWARE

SENSIBLY SOFT

Sensible Software is a development team that has certainly been about a bit. In the past few years it has been responsible for such classics as Shoot'em-up Construction Kit on the Commodore 64, Wizball, Microprose Soccer and more recently Sensible Soccer on the Amiga and ST.

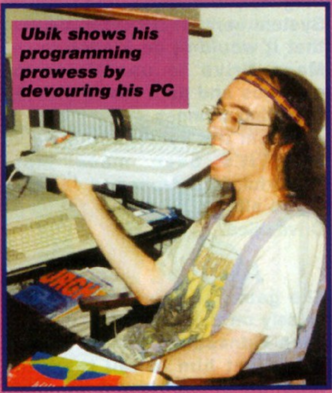
Released last year, MEGA-lo-MANIA was its first major 16-bit project and quite fittingly it was an enormous success. Now, as the company spreads its wings further it is beginning to dabble with the pleasures of 16-bit consoles, and more specifically, the Mega Drive.

MEGA-lo-MANIA is to be its first Mega Drive release and it will be distributed by those ever so friendly chaps at Virgin in December this year.

The Sensible lads; Mr X, Stoo Cambridge, Captain Sensible (?!?!), Richard Joseph, Dave Korn (Ubik), Jon Hare, Chris Chapman, Chris Yates, Jools Jameson

MEGA

PREVIEW

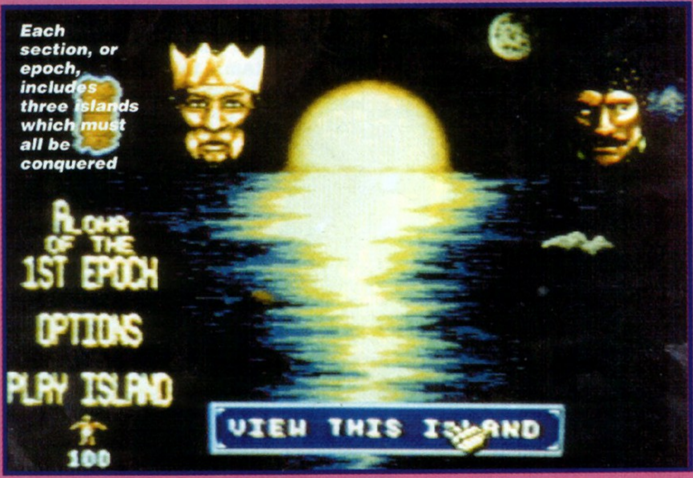


Ubik shows his programming prowess by devouring his PC

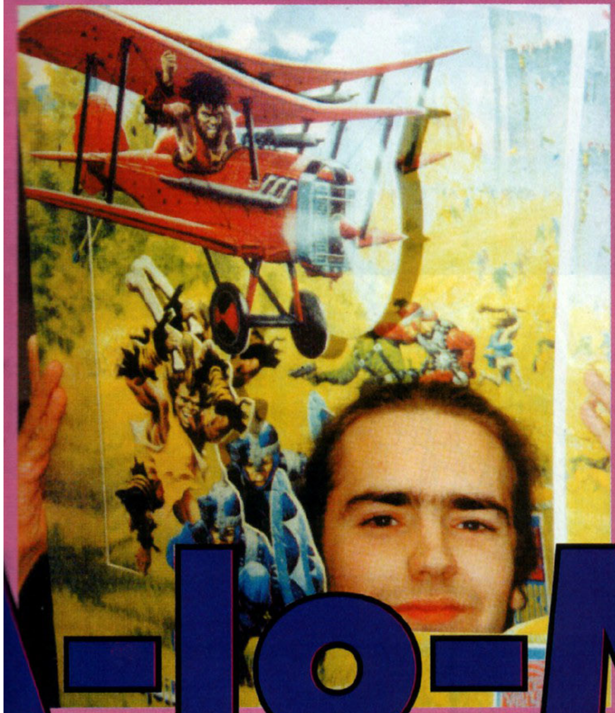
Those of you out there who have played other God-like strategy games such as Populous or Powermonger will have some sort of an idea of what Sensible Software's MEGA-lo-MANIA is about.

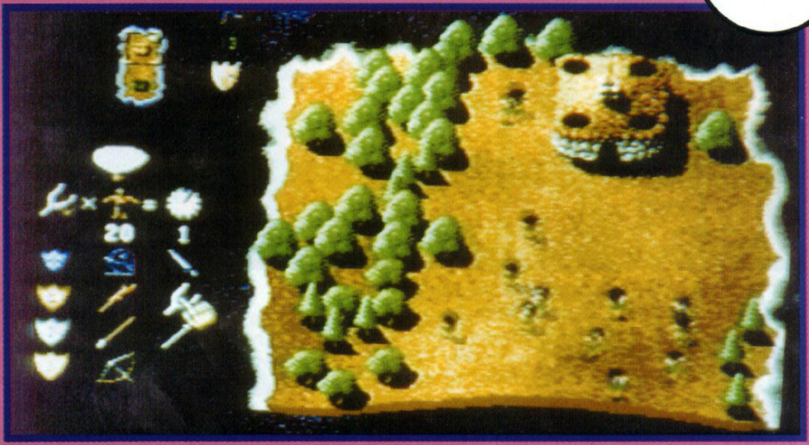
In the game you take on the role of one of four different demi-gods who are out to prove their worth by developing a race of humanoids. To do this you must take your race from its roots in the Stone Age through the Industrial Revolution and out the other end to the space age.

Each stage of the game is



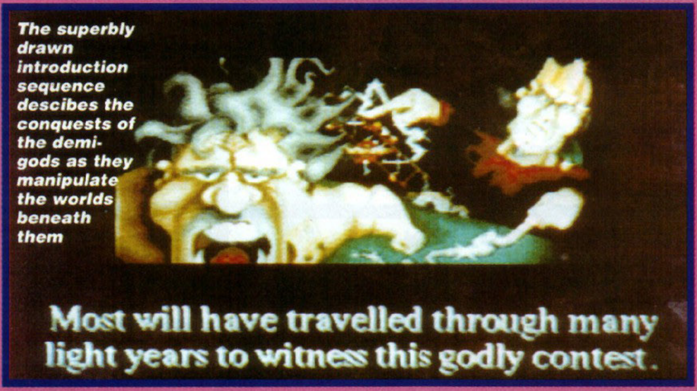
Each section, or epoch, includes three islands which must all be conquered





After choosing either an offensive or defensive weapon from the list of possibilities you can then set as many men as you like on the development and subsequent building of this weapon. The more men you assign, the quicker the weapon is built

A-lo-MANIA



The superbly drawn introduction sequence descibes the conquests of the demi-gods as they manipulate the worlds beneath them

Most will have travelled through many light years to witness this godly contest.

played out on different sized islands where your collection of humanoids begin as simple brainless thugs.

Your job at this point is to send groups of characters off to have a good think about something so that they can come up with a decent invention.

More often than not these inventions are defence orientated and will help your community fend off attacks from the people under the control of the opposing gods.

INFORMATION FRENZY

As you progress the characters become more aware of their surroundings. Also your population increases at a geometric rate meaning that there are more people who can think about, and build, the numerous objects that you may need to progress.

In the Stone Age your little chaps simply manufacture clubs and slings, but as time goes on you move through the Roman period and eventually on to the Industrial Revolution. After here it's on through the twentieth century and onto the twenty-first where they develop nuclear weapons and space age technology.

Management of resources becomes increasingly important as you progress and you'll soon have all sorts of decisions to make to ensure that your race doesn't get completely wiped out! How much emphasis do you place on mining for minerals and on developing weapons?

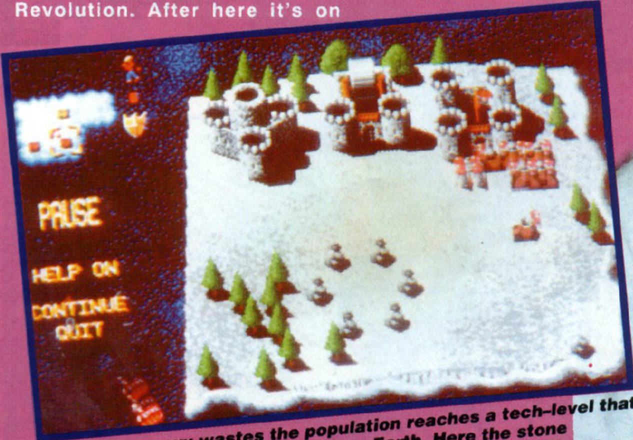
CHATTY CHAPPY

The Amiga version was renowned for its superb presentation and this has been suitably ported over to the Mega Drive.

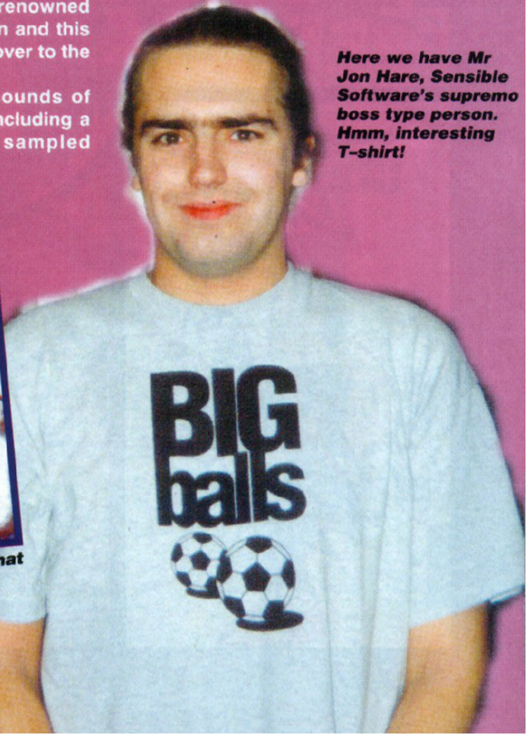
All of the sampled sounds of the original are present including a library of 33 different sampled messages that inform you of important events. Apparently all of these have been recorded by renowned radio actors, as well as the odd grunt and groan from the lads at Sensible.

Sega and Virgin release slots permitting, you should be able to find MEGA-lo-MANIA on the shelves just in time for Christmas, so look out for a review in a future issue of *MAG*.

JOHN



Out in the snowy wastes the population reaches a tech-level that is not unlike the medieval period on Earth. Here the stone fortresses are defended by men armed with swords and bows



Here we have Mr Jon Hare, Sensible Software's supremo boss type person. Hmm, interesting T-shirt!

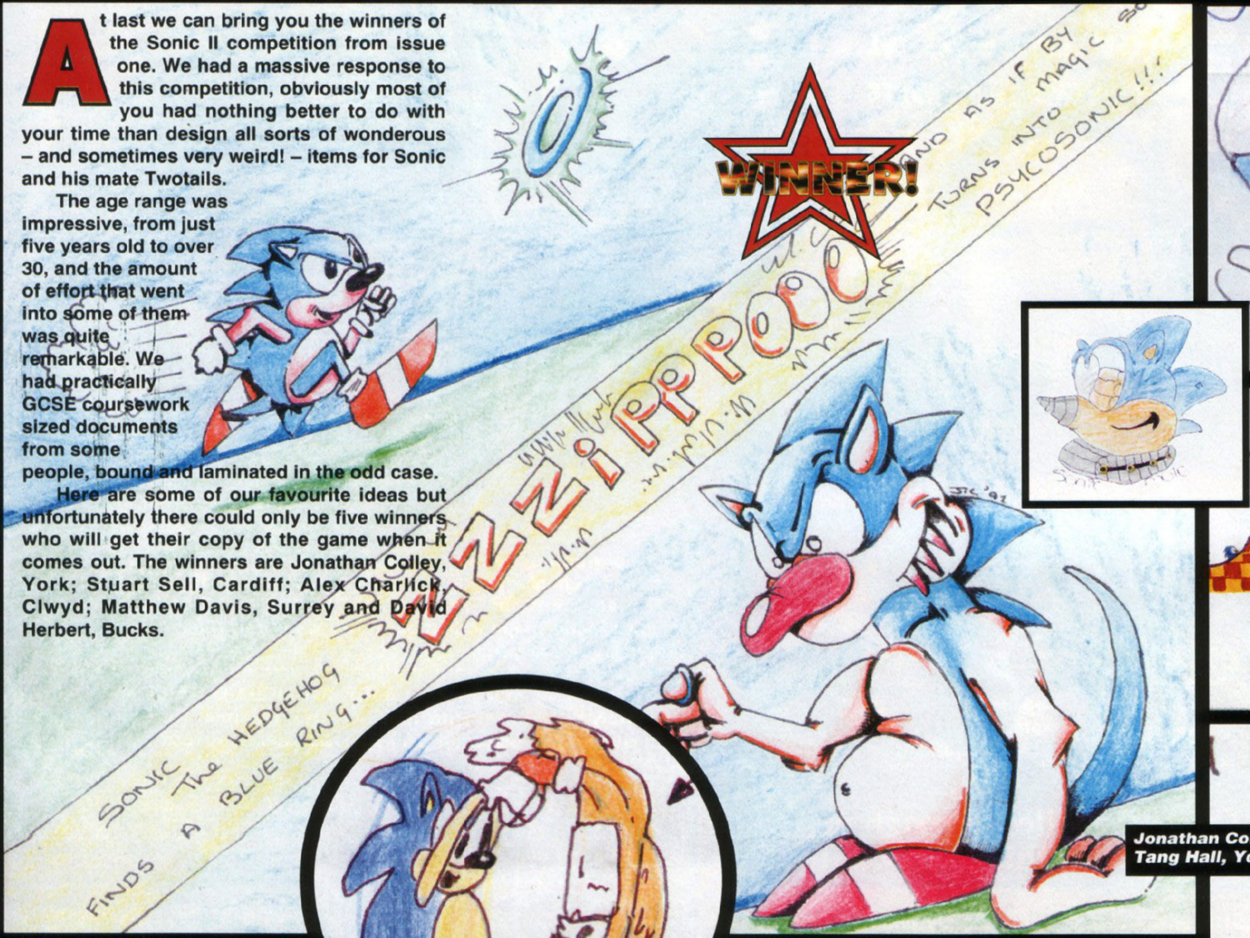
GIZMOS & GA

JUST WHO WON THEMSELVES A CO

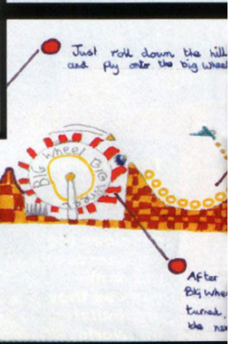
At last we can bring you the winners of the Sonic II competition from issue one. We had a massive response to this competition, obviously most of you had nothing better to do with your time than design all sorts of wonderous – and sometimes very weird! – items for Sonic and his mate Twotails.

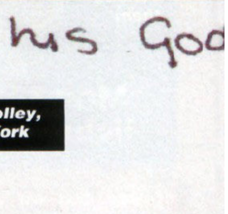
The age range was impressive, from just five years old to over 30, and the amount of effort that went into some of them was quite remarkable. We had practically GCSE coursework sized documents from some people, bound and laminated in the odd case.

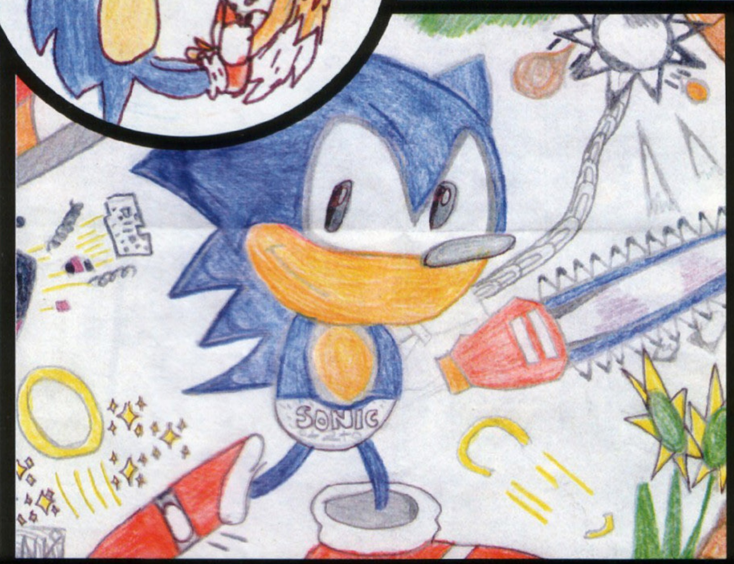
Here are some of our favourite ideas but unfortunately there could only be five winners who will get their copy of the game when it comes out. The winners are Jonathan Colley, York; Stuart Sell, Cardiff; Alex Charlick, Clwyd; Matthew Davis, Surrey and David Herbert, Bucks.

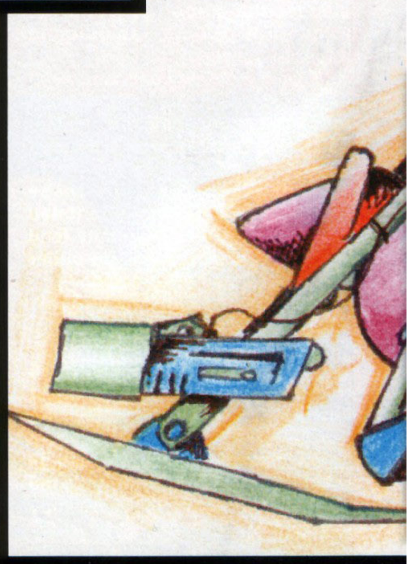

WINNER!
SONIC The HEDGEHOG FINDS A BLUE RING...
ZZZiPPPPOOO
AND AS IF BY magic SO TURNS INTO PSYCOSONIC!!!
JJC '92

Jonathan Colley, Tang Hall, York

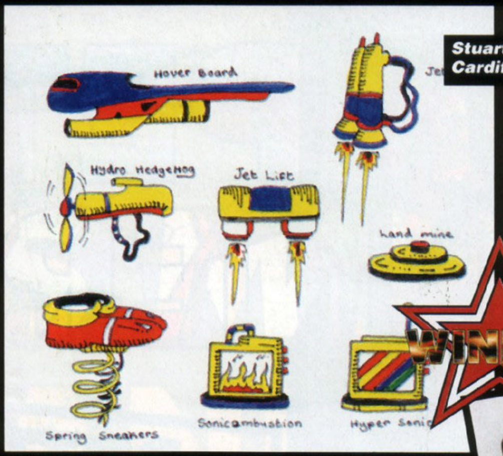

Just roll down the hill and fly onto the big wheel
Big wheel
After
Big whe
turned
the ne



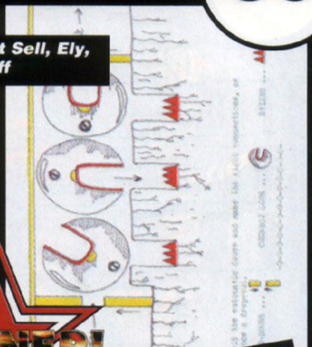


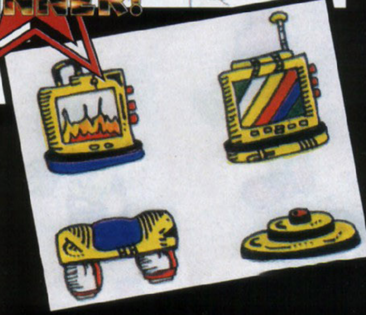


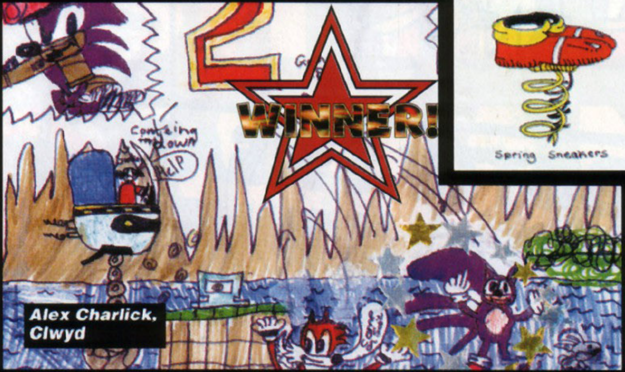
GETS
Y OF SONIC II?


Hover Board
Jet
Hydro Hedgehog
Jet Lift
Land mine
Spring Sneakers
Sonicambustion
Hyper Sonic
WINNER!

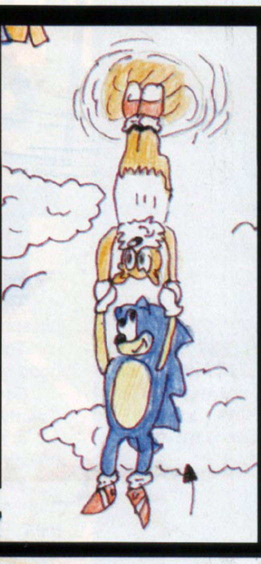
Stuart Sell, Ely, Cardiff

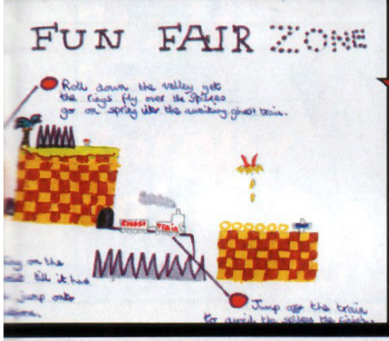


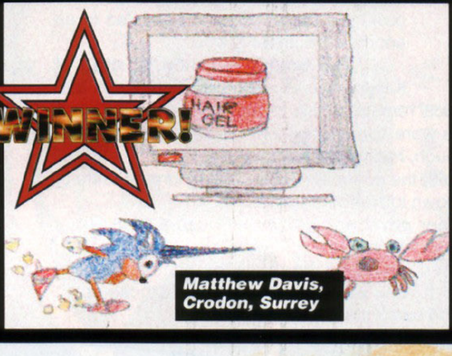



Coming down
WINNER!

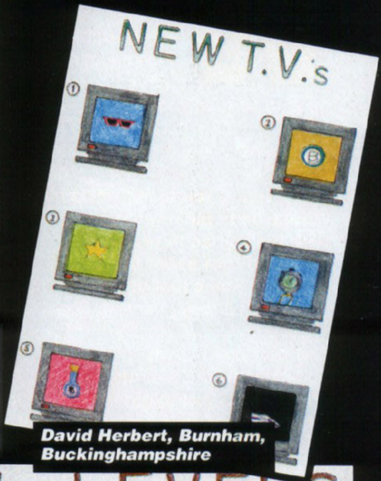
Alex Charlick, Clwyd



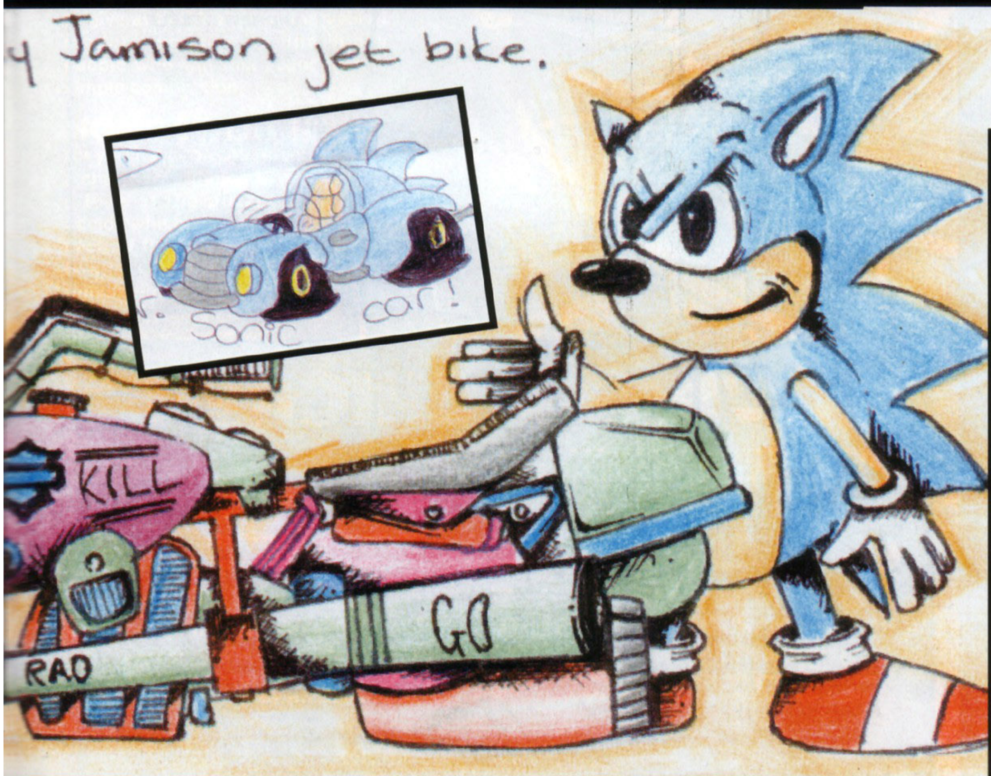

FUN FAIR ZONE
Roll down the valley get the rings fly over the spikes go on spring like the awaiting ghost train.
GHOST TRAIN
on the
till it has
jump onto
Jump off the train to avoid the spikes the finish.

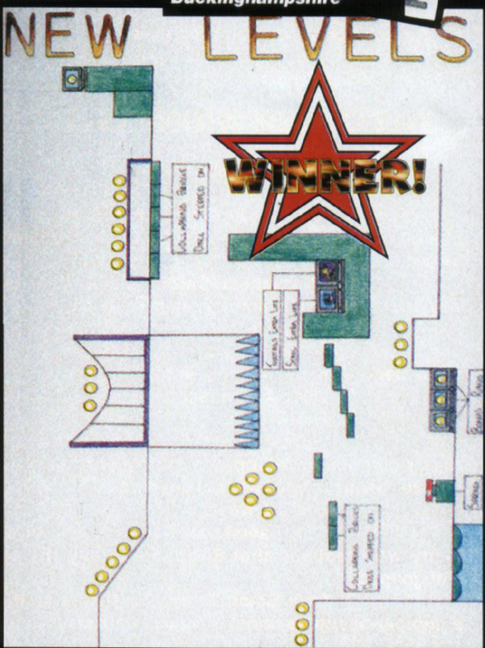

WINNER!
HAIR GEL

Matthew Davis, Crodon, Surrey


NEW T.V.s
①
②
③
④
⑤
⑥

David Herbert, Burnham, Buckinghampshire


y Jamison jet bike.
r. Sonic car!
KILL
GO
RAD


NEW LEVELS
WINNER!

COMPETITION WINNERS

THEY ALL WANTED TO WHAP IT ON

We received hundreds of limericks about joypads, sexual innuendoes and disgusting depraved debauchery. You're a bunch of disgraceful heathens! I love you all.

For those of you who are obviously quite mind-numbingly stupid a limerick has five lines. Not four, not 23, but five.

Anyway, here are the winners...

First up is **Stuart Sell** from Cardiff.

There was a young fellow named Shamus,
Whose gameplay was really quite famous,
With his joypad in place,
He would turn about face,
And play Sonic just using his anus.

Wow. Literary genius or what?

This next one is from **Sergeant Mark Elcocks** from 72 Squadron at RAF Aldergrove.

There was a young girl from Nantucket,
Whose joypad was big as a bucket,
She said with a smile,
As wide as a mile,
If your joystick's a python I'll suck it.

Gerry is quite concerned that people like Sgt Elcocks are actually defending the country!

THE OTHER WINNERS ARE:

Jamie Baldaro, Dorking, Surrey.
Graham Berry, Bridgend, Mid Glamorgan.
Lee Bowman, London.
Yong Mark Branston from Birmingham is obviously in a bit of a pickle at the moment. (Hee hee, couldn't help it...sorry.)
Lee Corsi from Marshfield, Cardiff is one of the few who didn't make any smutty remarks at all.
Neil Cotton, Shropshire.
Steven Eagling from Wymondham is one of the many berks who used 'knob' in his limerick.
John Galbraith, Banffshire, Scotland.
Paul Murphy, Herts.
Dave Richardson from West Yorkshire got a couple of our compos mixed up. We are going to give him a prize though, cause we feel dead sorry for him.
Luke Romney, Strood, Kent.
Mr P Shilling from Parkstone, Dorset is one of the many who realised that Bagdad actually rhymes with joypad.
Andrew Ward from Ecton Brook, Northants sent in a number of entries, most of which were crap.

BOTTY SWEAT COMPO WINNERS

The chance to win one of the ludicrously overpriced Sega Simulator Chairs was obviously something that appealed to an enormous number of you.

The winner is **David Stirling** of Kilsyth who put an awful lot of work into his spherical remote control joypad replacement.

There were some others which were good, but not good enough. Ha, tough life innit!

Sonic 3, the controller came from Andrew Steele of County Down in Northern Ireland.

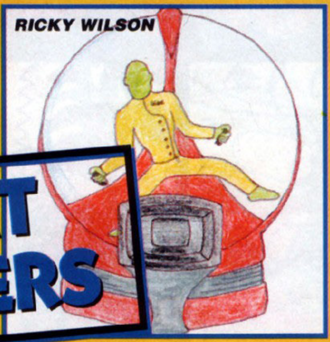
A rather novel anti-gravity unit came from Ricky Wilson of West Yorkshire.

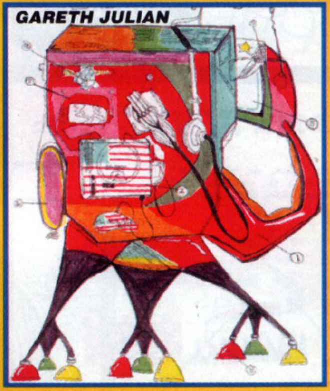
Stephen Blair from Northampton sent us a novel 'Vertistick' for use with skiing sims (a lot of those aren't there?) and beat'em-ups.

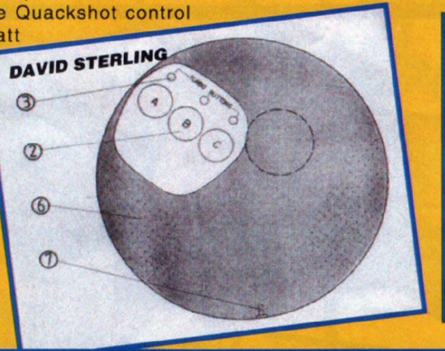
A Duck's Arse Quackshot control came from Matt Park,Oldham.

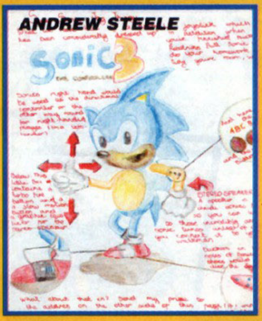
The 'Backstick' came from Gareth Julien from Woolwich.

Apparently it includes a Ginseng dispenser and mind intensifier. Weird huh. Keep taking the pills, Gareth!


RICKY WILSON


GARETH JULIAN


DAVID STERLING


ANDREW STEELE

LOVING A CHICKEN

So many prizes to give away and so little time in which to give 'em! Issue one saw us offering a stonking great £1,200 worth of Electronic Arts software, and here are the lucky winners.

The first prize of 10 Electronic Arts games goes to Hoi Wei Ng from London whose entry not only had the correct answer but also had the cleverest use of the 17 words.

The runners-up, each receiving one game are: Mike Counter, Truro, Cornwall; Simon Carlin, Mill Hill, London; Steven Esterbrook, Leicester; Lloyd Philips, Bury, Lancs; S Meacher, Southampton, Hampshire; David Bennett, Staplehurst, Kent; Someone without a name from Northfield, Birmingham; Andrew Davis, Beckenham, Kent; Duncan Sinclair, Ely, Cambs; Matthew Spashett, Purley, Surrey; Ian Price, Bletchley, Milton Keynes; Bary Burchell, Crawley, West Sussex; Gerard Devlin, Prestwich, Manchester; Umran Ali, Fallowfield, Manchester; Another Sad Bugger without a name from West Croydon, Surrey.

YOUR WISH IS MY COMMAND

Win! 10 Game Genies from Hornby Hobbies.

The Game Genie is about to be launched on an eager Mega Drive owning public. To celebrate the launch Hornby Hobbies is offering to give away 10 of these marvels of modern science to the lucky people who win this scandalously simple competition.

HOME SWEET HOME

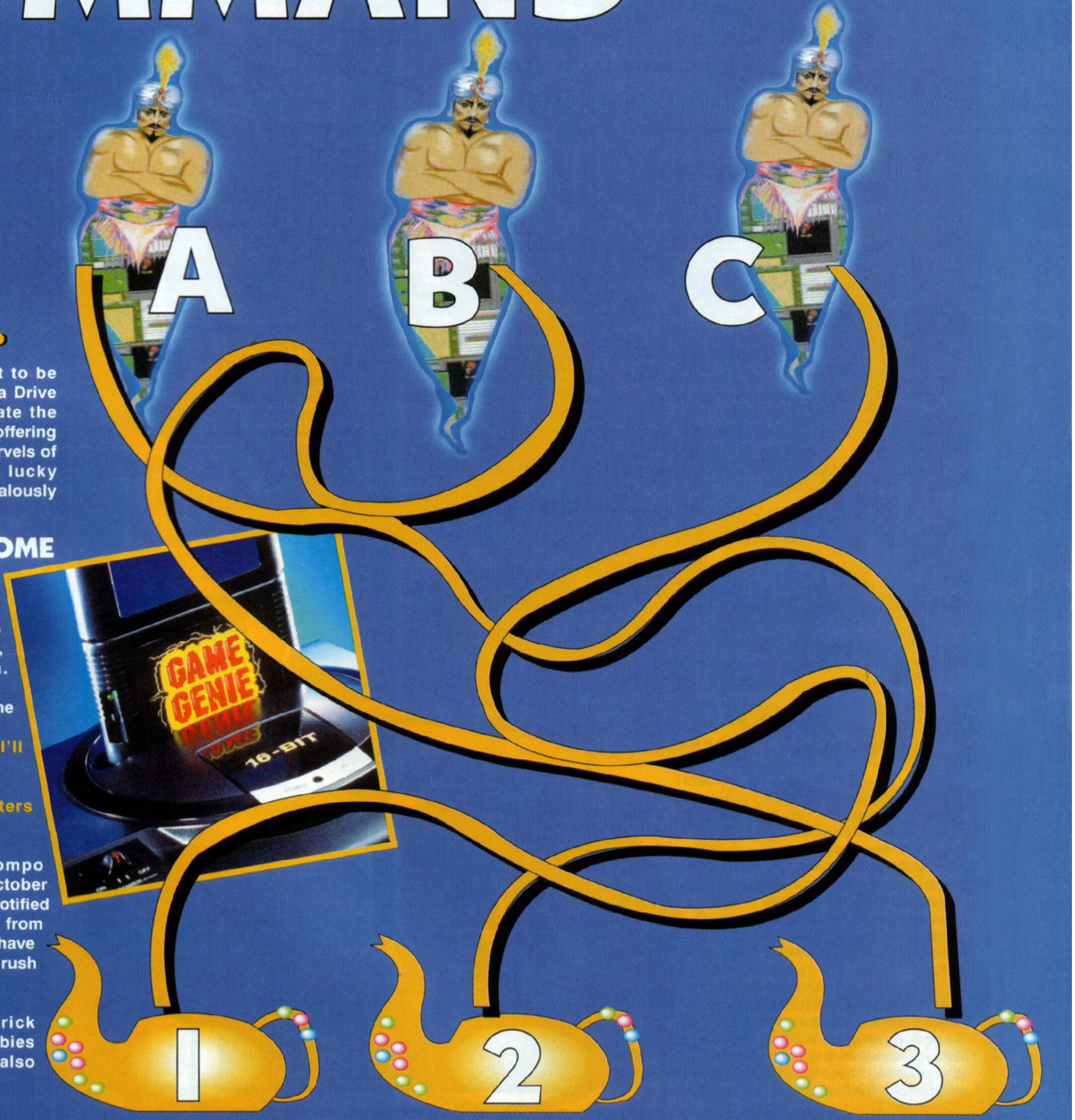
All you have to do to stand a chance of winning is take a look at the puzzle and decide which lamp (1, 2 or 3) each of the three genies (A, B and C) appeared from. Simple right?

Send your answers on the back of a postcard to:

Rub me three times and I'll grant you a wish,
***MAG*, Maverick Magazines,**
Waters Green House, Waters Green, Macclesfield
SK11 6LF.

All entries for the compo must be received by 21 October and the 10 winners will be notified by post. If you do not hear from us by 31 October then you have not won and must therefore rush out and buy one instead!

No employees of Maverick Magazines or Hornby Hobbies are allowed to enter. Oh, also the editor's decision is final.



OOP YER WAY

We visited the Virgin Games Centre in Oxford St. It is the UK's premier games retailing centre, selling not only computer games but also every other kind of game you'd care to name.

WAYNE CREEGAN

This 15-year-old favours official releases and has never bought a grey import. When I asked him why, he said he preferred to have English manuals. He's looking forward to, "Maybe buying Desert Strike or any platform game that comes out".

He's heard several rumours saying that Sonic II is, "The same as the original". God knows where he got his info from. Maybe he's a prophet!

Would he buy any add-ons like the Game Genie or Action Replay Pro? "No. If you spend £40 on a cartridge and use them to finish a game the same day, it takes the fun out of it."

Sarah and Anna Young

And my, they were young. They've had a Mega Drive for six months, but have only managed to accumulate four games. Mind you the combined income of an eight-year-old and a five-year-old can't be an awful lot.

They are looking forward to Sonic II, but there are very few MD owners who aren't. They don't have any grey import cartridges and have no interest in cheat devices.

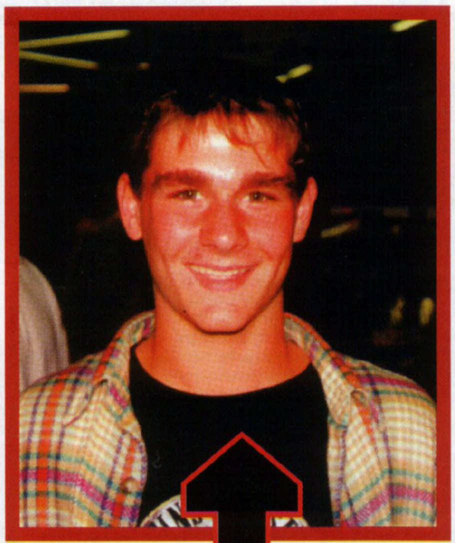
I think it was WC Fields who said "Never work with children and animals".

This month: Virgin, London

THE MANAGER Glenn Davis

So what about grey imports? "There's always the demand for them, but it's not something we've ever considered because there's always plenty of available UK stock. People expect us to provide hardware to run the imported games on and we don't. I mean the time may come where it's necessary to sell import stock, but it's such a contentious issue in the industry that it really isn't worth making any comment on it."

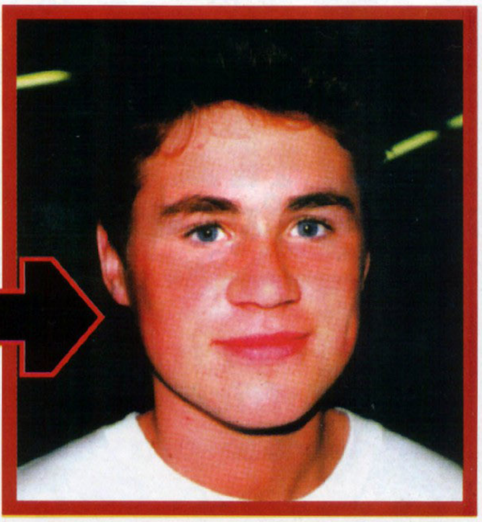
"Any new release of a good quality will sell on the Mega Drive at the moment. Chuck Rock and obviously Euro Champ Soccer have done well. Terminator has sold OK, it wasn't as big a smash as we thought it would be. There's not enough of the kind of product that people want to buy."



Brian Hulse

Another Essex teenager, and apparently Ashton's mate. He's had his Mega Drive for about a year and prefers grey imports to official releases because they are newer and more up to date.

Like many others he believes that these cheat devices, "Make it too easy. I'd prefer to finish a game off my own bat. If it's a hard game and you complete it with one of them it's not really right." He's not too clued up on the latest releases but says he fancies the look of Jordan Vs Bird for his next purchase.

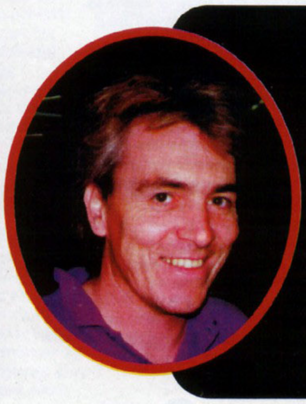


Ashton Courtney

A "15, um, 16-year-old" from Essex – make your mind up! The last game he bought was Gynoug and said that he favoured official releases because, "If I get them from a shop I've got a guarantee, but you're not sure where you are with some of these mail-order places". Each to their own.

When I mentioned the Action Replay Pro he told me he borrowed one from a friend occasionally but he thought, "It's a waste of money because there is no point buying a game then completing it the same day you got it".

He's looking forward to Alien 3 being released but he is going to wait for reviews of Sonic II to see if it's worth picking up or not.



David Lawrence

At 37 David is one of the growing number of older Mega Drive owners. He is a big Desert Strike fan and is looking forward greatly to LHX Attack Chopper.

He didn't know a lot about the grey import scene, but he said, "Obviously price has got a lot to do with it. My mate has got this cartridge with a Japanese manual, which is a bit of a bummer really. No, I wouldn't buy game with a Jap manual, what would be the use? To be honest I'd rather stick with the official releases".

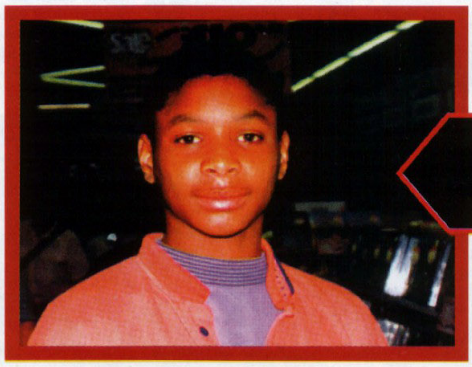
As far as cheat devices are concerned he didn't see them as his thang. "You're defeating the element of the game really. So I don't think I'd want one". It looks as if the marketing departments behind these cheat devices have got a lot of work to do.

Paul Hurst

He is approximately 28 he wouldn't have his picture taken. He's got loads of games and had just spent the entire day wandering around the West End of London trying to find a copy of Taz-Mania. If he'd tried the Virgin Games Centre first he would have found some 20-odd copies. Still he's here now.

"I just get the ones that come through the shop and don't worry about this grey import nonsense, it all seems a little too expensive." Fine.

He's quite keen on these little cheat lists you get in some of the mags so would see an Action Replay Pro or a Game Genie as "Useful". Shame he didn't want his 15 minutes of fame that's all.



THE SILENT TYPES

The people who would not allow themselves to be hassled for too long will find their words entered below. Ha!

"Bugger off I'm in a hurry."

"Yeah, definitely, yeah."

"Que?"

There was a lot of very gallant "I wouldn't use one of them cheat devices, it's not fair is it?".

The Foreigner

Erm, this chap was Spanish and called something like Cabille. I didn't take Spanish 'O' level so there was a slight communication barrier, but here goes!

Apparently he's got 11 games and has had his Mega Drive for five months.

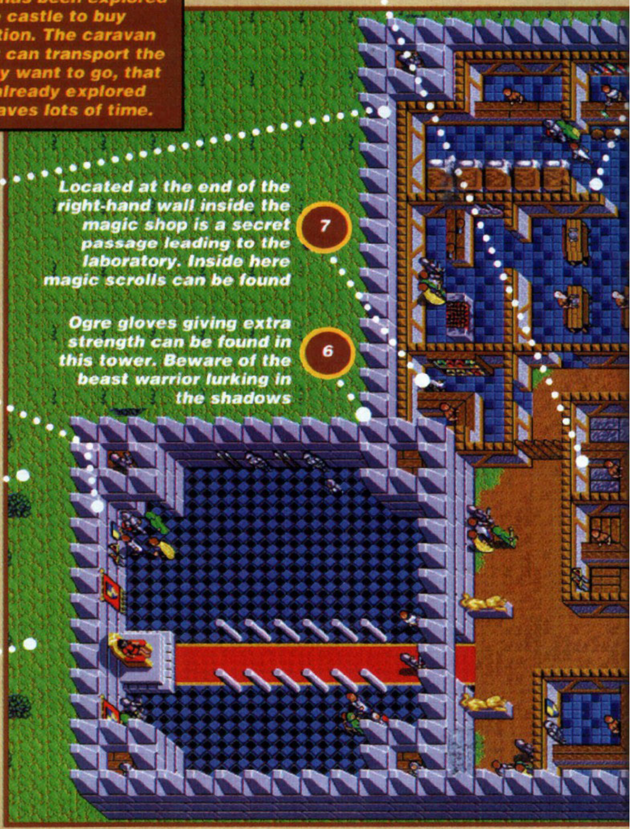
He would rather play the game himself than make use of a cheat device. That was about all I managed to get from him. Oh, he did mention that he wants to buy a sport game next.

DUNGEONS & DRAGONS

This is the first official MD TSR role-playing game. Gerry and Dave have played this game for days to bring you part one of the complete solution. Part two will be next month.

1. THE CASTLE

After any area in the valley has been explored the party must return to the castle to buy goods or exchange information. The caravan shop in the castle forecourt can transport the group back to wherever they want to go, that is assuming the group has already explored the area in question. This saves lots of time.



13 The caravan shop is very useful for cutting down on travelling time across country

14 The inn's cellar where a plus one axe can be found. A very handy implement to carry around

7 Located at the end of the right-hand wall inside the magic shop is a secret passage leading to the laboratory. Inside here magic scrolls can be found

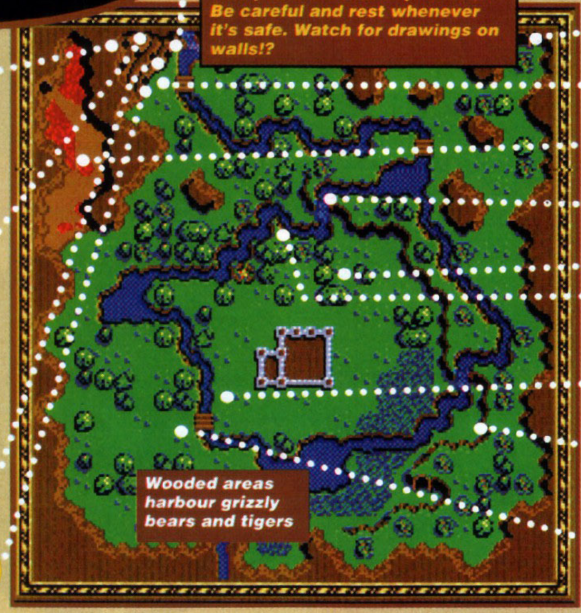
12 The tower of Marmillian the duke's advisor who is the person to exchange any old goods for helpful items

6 Ogre gloves giving extra strength can be found in this tower. Beware of the beast warrior lurking in the shadows

2 Explore the guard towers for extra powerful weapons

1 The duke's throne room where you receive orders for the quest

2. THE VALLEY



This place hides many secrets. Be careful and rest whenever it's safe. Watch for drawings on walls!?

Wooded areas harbour grizzly bears and tigers

9 The Ascan Caves – a massive maze

6 Caves of the beastmen

5 This area is full of volcanoes and fire

8 When entered the waterfall reveals a hidden passage

3 The beastmen's encampment When in groups they're very dangerous

1 Water racers lurk around in any water

2 After crossing the bridge beware of monsters, especially the hill giant

7 This is where things get serious. Large dragons are just one of the nasties inhabiting this neck of the woods

3. THE CAVES

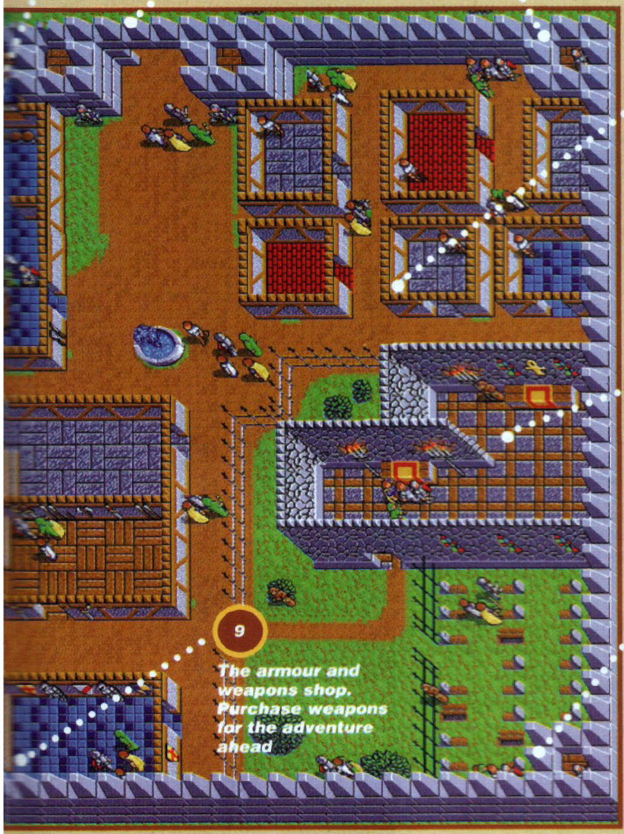
1 Walk straight ahead to find a magic scroll. Kill the first few beastmen then leave the cave, re-enter and kill them again. Repeat this process eight to 10 times to gain valuable experience and hit points

4 Cut down the creepers from the back wall then enter the large maze. Be especially careful to avoid owl bears and the phobosuchus. Healing potions are to be found and the warriors gain invaluable experience

2 Watch out for the bronzed skin woman and the small pit – fall in and the beastmen can bring reinforcements. Take the jewellery and pottery to the castle. Go to the throne room and Marmillian's tower (right-hand side) and exchange items for a creeper which cuts through the vines in cave five to enter a secret maze

3 Loads of weapons and spells are found in this cave but again the beastmen are everywhere

5 Apart from a secret wall that seems to go nowhere there isn't a lot in this cave



⑤ Refreshments are found in the food and drink hall

⑪ Exit to the wilderness – there's no turning back now

③ This tower is ideal for obtaining freebie weapons

⑩ Ask advice from the people dwelling in this part of town

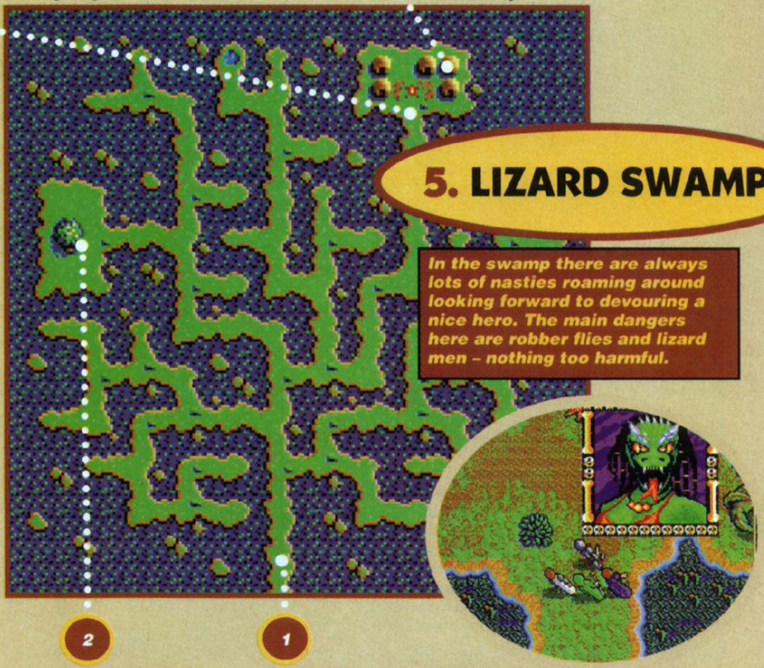
④ Injured warriors can be healed by priests in the chapel

⑧ The graveyard tower hides a passage to a dungeon where extra armour is found. Don't get lost

⑨ The armour and weapons shop. Purchase weapons for the adventure ahead

5. LIZARD SWAMP

In the swamp there are always lots of nasties roaming around looking forward to devouring a nice hero. The main dangers here are robber flies and lizard men – nothing too harmful.



③ And here we arrive at the lizard commune. A total of 12 lizard men are the welcoming committee and they are armed with some very sharp implements indeed

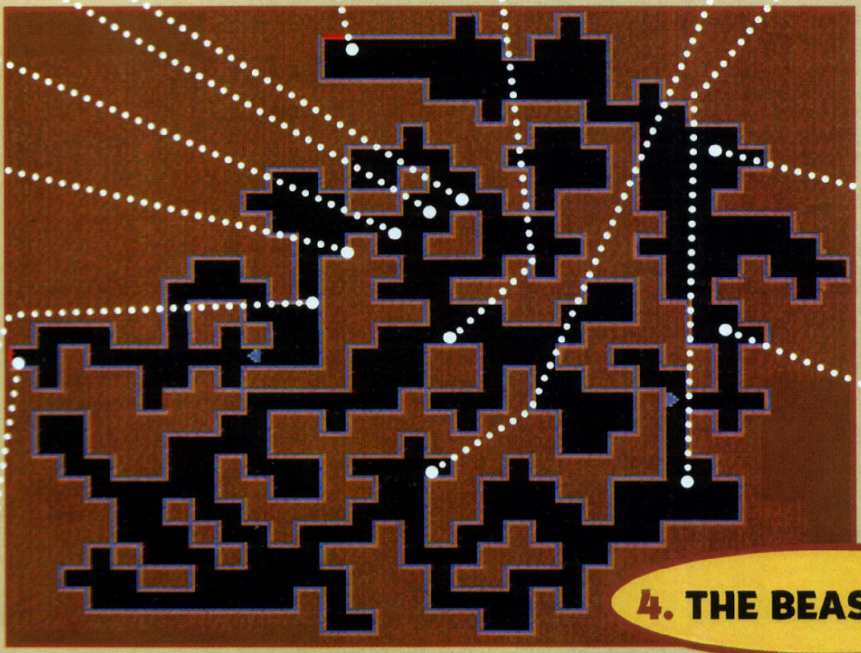
④ Head towards this hut where the afore-mentioned artefacts can be found along with a map of the swamp

② The plant that makes the party feel good and relaxed. Hmm, sounds a tad suspicious to me, plants that make you feel good what a strange idea!

① Entrance to the Swamp of the Lizard Men. The objective is to gather artefacts to trade

A miffed lizard explains that all the shops are closed. The band of heroes reply that lizard food stinks and they are going to trash the village anyway

4. THE BEASTMAZE



① After returning from the castle with the creeper that will cut the vines, enter cave number four and progress towards the secret vine wall

② Through the secret vine wall is a very dangerous world. Fight less-powerful monsters to gain more hit points and make the party stronger

③ Beastmen warriors and their officers are the first foes to attack. If the party gets into any trouble retreat and rest until everyone's healed

④ After the beastman attack the next task is to overcome the carrion crawler which is not particularly difficult to destroy

⑤ Spider webs are abundant in this area so be careful not to get stuck

⑥ After avoiding the spider webs it's on to attack the black widow spiders

⑦ Giant toads inhabit this part of town and they ain't too friendly but they aren't too difficult to defeat

⑧ In the lower portions of the maze dwell troglodytes. Slay their chief and they become disorganised, making your progress safer and faster

⑨ To destroy the tautara, arm the mage using the sling and bombard it with stones until it dies. If any of the party become weak there are few resting places, so keep your distance from the tautara

⑩ The mad owl bears are difficult to kill. The same tactics used on the tautara work here as well. They are quick and can kill a warrior with two hits

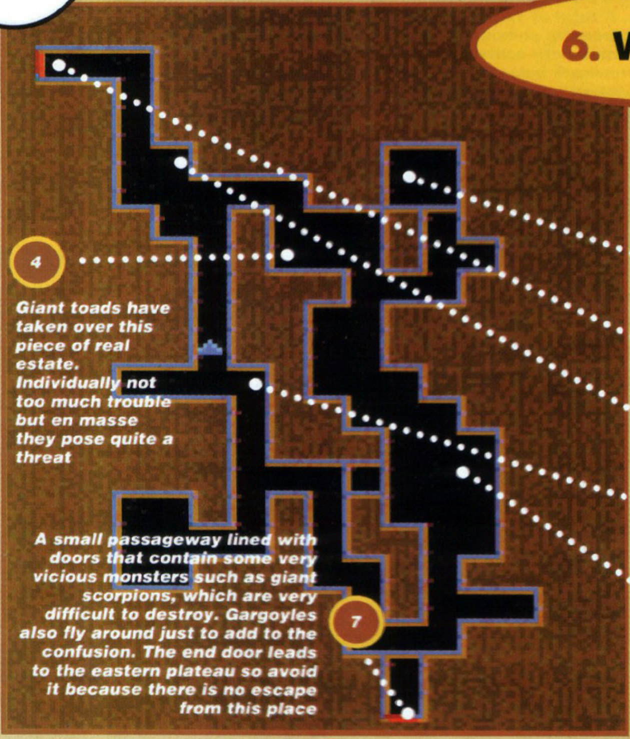
⑪ To defeat the phobosuchus retreat and it will follow. Move left and right and when a side-on view is presented use the mage to bombard the monster with the sling, until it dies

⑫ The secret wall leads to the Swamp of the Beastmen

④ This area of land is populated by the younger beastmen

6. WATERFALL

Nothing of any value can be found here – it's a rather frustrating red herring. The monsters in this place are tough and can wipe out an experienced party. Beat this level and your hit points will soar.



④ *Giant toads have taken over this piece of real estate. Individually not too much trouble but en masse they pose quite a threat*

⑤ *Large blobs of jelly commonly referred to as gelatinous cubes reside in this quiet little corner of the passage. They are no problem*

① *Entrance behind the waterfall*

② *The first creatures encountered are flying vipers, not too much trouble*

③ *And again for your pleasure more owl bears. These bloody things get everywhere*

⑥ *Things get very tricky as the charge of the tiger beetles takes place. These are tough and gang up on the heroes and cause serious damage. The most effective way to combat them is to run like hell and kill them individually*

⑦ *A small passageway lined with doors that contain some very vicious monsters such as giant scorpions, which are very difficult to destroy. Gargoyles also fly around just to add to the confusion. The end door leads to the eastern plateau so avoid it because there is no escape from this place*

8. ASCAN LAN

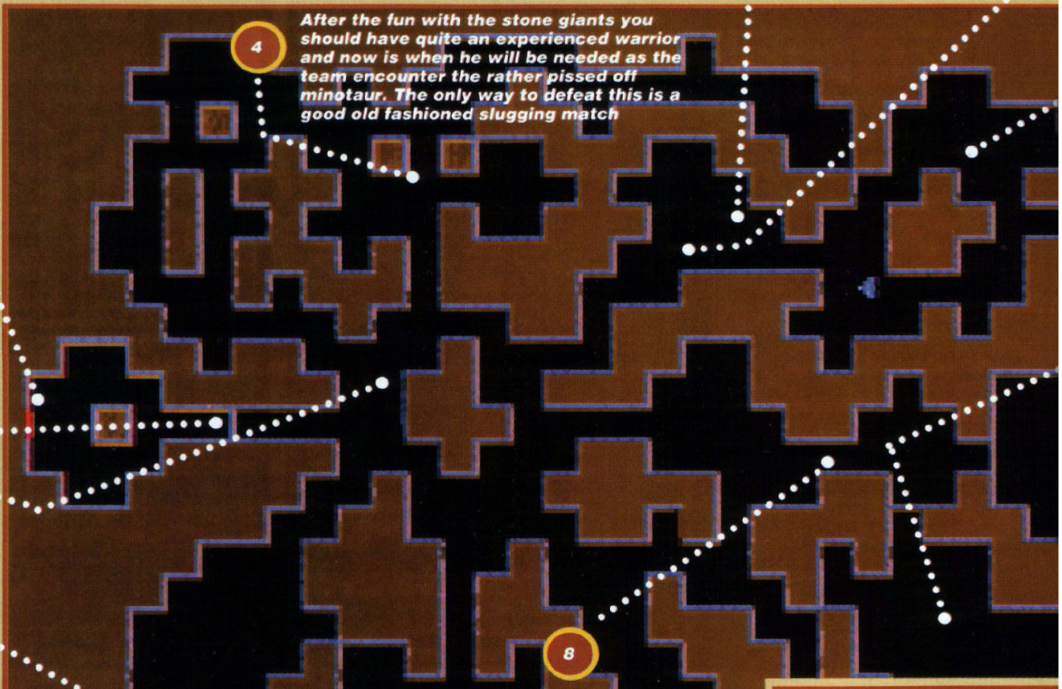
When finally free of the Ascan Maze the group find themselves in the Jungle of Ascan.

The quest is to gather four fire resisting rings needed for protection in the fire world. These rings are situated in the Pyramid of Ascan.

Follow the dirt path to its end, then bear north until you reach the Ascan Pyramid. There are numerous warriors and monsters that will attack along the way so always be on your guard.

7. THE CAVES OF ASCAN

After retrieving the regeneration ring and the scrolls the easy way through is to continue north and east whenever possible. This guide is purposely a rough one.



① *The entrance. Be wary of the stone giant that lurks in the shadows. It is strong and can be difficult to kill*

② *To pass through this secret wall simply walk into it then prepare your party of heroes for some difficult battles*

③ *In this part of the maze dwell more stone giants. As before advance with caution as three hits from a stone giant can be fatal*

③ *Now it's on to a meeting with the owl bears*

④ *After the fun with the stone giants you should have quite an experienced warrior and now is when he will be needed as the team encounter the rather pissed off minotaur. The only way to defeat this is a good old fashioned slugging match*

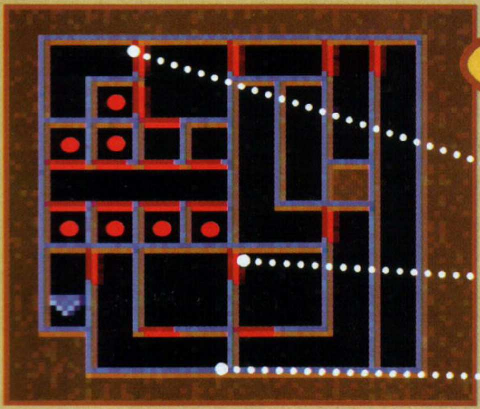
⑤ *The giant scorpions are very difficult to destroy and they have a sting containing very powerful poison. Make sure the mage in the group has memorised a cure disease spell as the chances are it will be needed*

⑧ *Trolls live here and are difficult to kill. They have rejuvenating hit points and want to stop your gallant party leaving the maze to collect the ring of regeneration*

LATE NIGHT RENDEZVOUS

DIREWOLF
So called because of its fighting ability

9. PYRAMID ONE

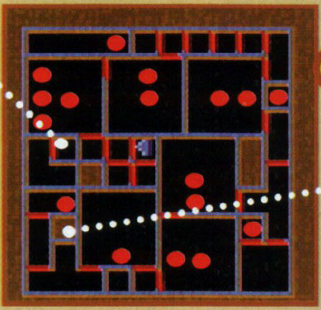


③ Secret wall leading to the stairs that access the second level

② Everywhere inside is booby trapped. This is the time to use the thief because at loc 2 he can disarm all the traps

① Entrance to the first level

10. PYRAMID TWO



② Secret passageway to level three

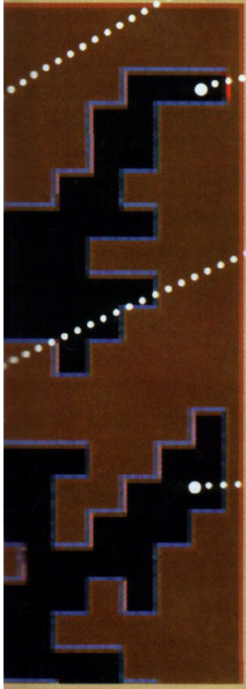
① Traps are abundant so use caution

KEY TO THE PYRAMIDS

● Trap to be avoided

⑩ The sabre-toothed tigers are very difficult to kill so move with caution

⑥ The next task is no problem at all just destroy a gelatinous cube

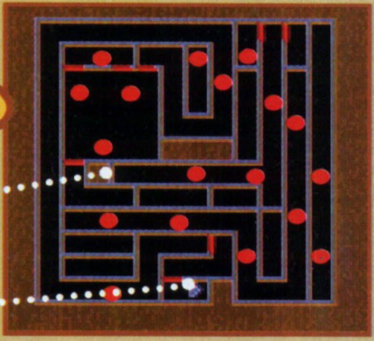


⑪ Exit the maze into a strange jungle world populated by the Ascan people

⑦ If anyone is stupid enough to be in this part of the maze they deserve everything coming to them. Cave bears roam around these parts. Not very friendly at all

⑫ Scrolls and a regeneration ring are found in this corner of the caves. The latter is what the trolls don't want anyone to have so proceed with care as trolls lurk around every corner

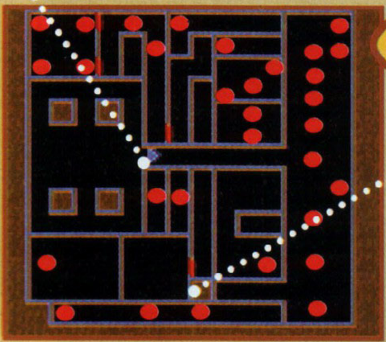
11. PYRAMID THREE



① Entrance

② Stairs to level four

12. PYRAMID FOUR

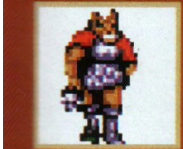


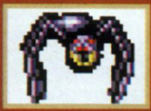
② The inner chamber where the high priests guard the sacred altar containing the fire resistant rings. Warning: These are level eight fighters. To escape from this horrible place backtrack to the valley

① A tricky level. To explain much more would be giving the game away. Remember to rest the party at every opportunity because they will need their combined strength

IN THE NEXT ISSUE FIND OUT HOW TO USE THE RINGS TO COMPLETE THE QUEST

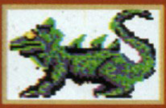
BEASTMAN
Found all over the land. Only a danger when they are in large groups

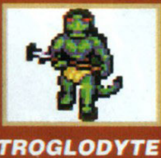




BLACK WIDOW
Often to be found lurking around caves. Medium fighting strength

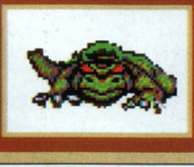
TAUTARA
Savage giant lizard that resides in large caves. A danger to any party no matter the experience level

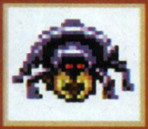




TROGLODYTE
Found in most caves. Kill the chief of the tribe and the others run or become disorganised

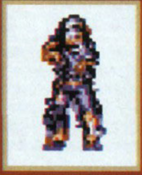
PHOBOSUCHUS
A nasty piece of work that guards the entrance to the swamp of the lizard men

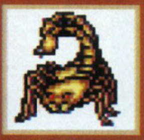




TIGER BEETLE
Avoid when in large numbers. Easily overcome individually

ZOMBIE
A complete no-hoper in the fighting league





GIANT SCORPION
The sting is fatal. You can't pass by one without fighting

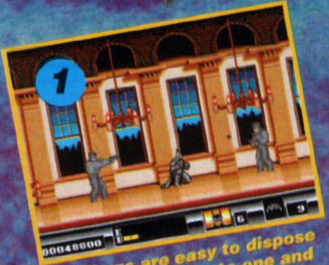
BATMAN

Help save Gotham from the fury of the Joker with our stonking great players' guide covering level three right to the end. Everything you will need to know should be here.

JOHN

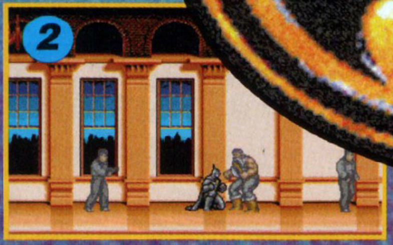
FLUGELHEIM MUSEUM: LEVEL THREE

1



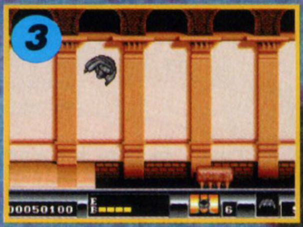
The thugs are easy to dispose of. Simply walk up to one and as he draws a gun, punch him in the face. Wait for the chandeliers to fall to the floor and then begin to move across and then begin to move across as they are winched back up towards the ceiling

2



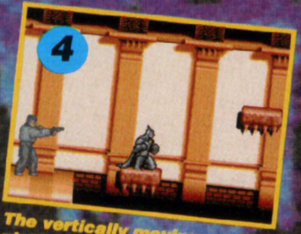
This rather angry individual will try and remove major parts of your body with his axe. Move in as close as possible and perform a number of rapid crouch kicks. All being well he won't be able to respond and will soon fall

3



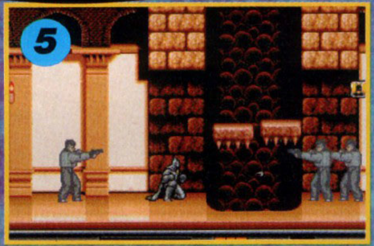
The moving platform across the pit is simply a matter of patient timing. Wait for it to bounce back towards you and then perform a somersault before guiding your fall onto it

4



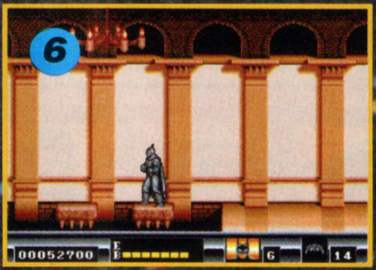
The vertically moving platforms are always surrounded by gunmen. Use the Batarang to dispose of these before leaping onto the lift

5



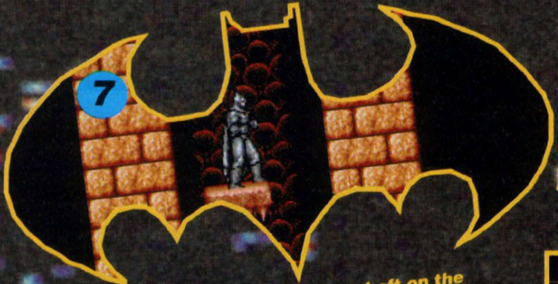
Before moving up through the vertical access shaft you'll have to knock out a number of thugs who are guarding the bottom. You'll be able to move across the first few moving platforms by simply stepping from one to the other

6



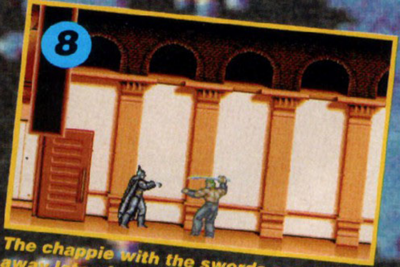
The vertically moving platforms near the chandeliers require a little patience. Jump onto the first block and then move close to the right-hand side of it. Quickly move back to the left and wait for the chandelier to fall. Repeat this for each platform along this floor

7



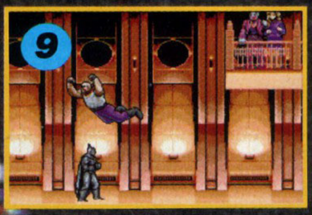
Up through the second access shaft on the far left of the second floor you can move up using a similar method to earlier. When you're near the top remember to jump when the platform you are standing on reaches its highest point. This means that only a very short distance has to be jumped

8



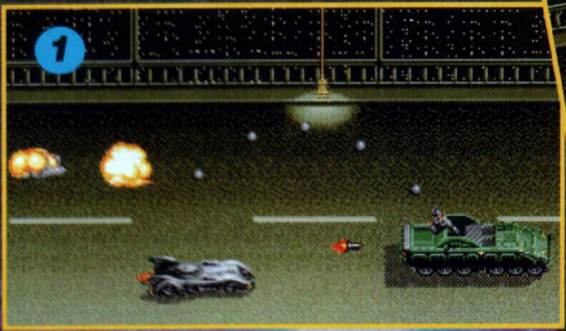
The chappie with the swords can take away lots of your energy. Try to use Batarangs to kill him or stand behind him at all times because his attention is only ever on what is in front of him

9

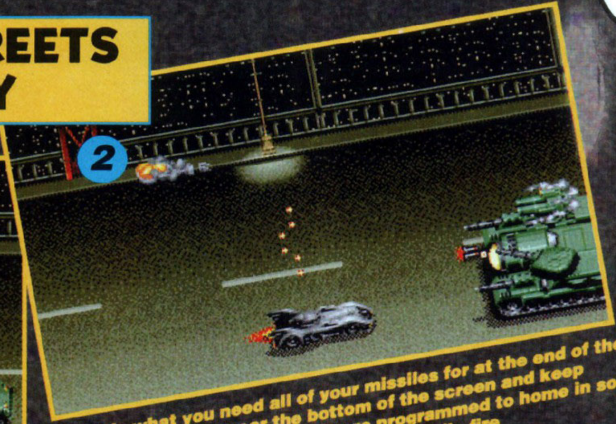


The wrestler is only dangerous when he's charging at you or in the air. Punch or kick him when he's lying down. Lob a couple of Batarangs in as well

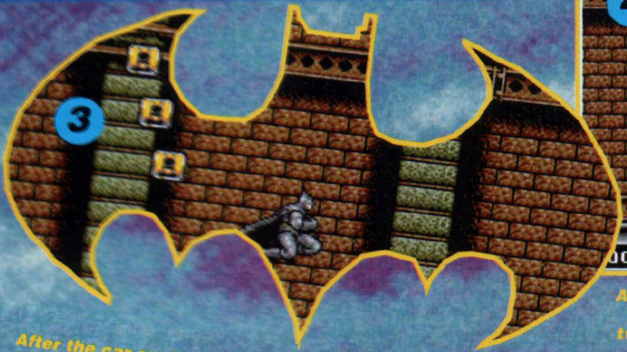
LEVEL FOUR: THE STREETS OF GOTHAM CITY



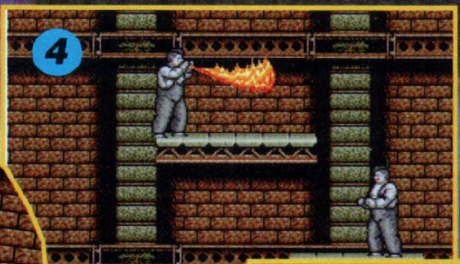
Try to only use the machine-guns in this level. Remember, you can move underneath any projectiles which arc up into the air, and most of the smaller vehicles only take a couple of shots to destroy



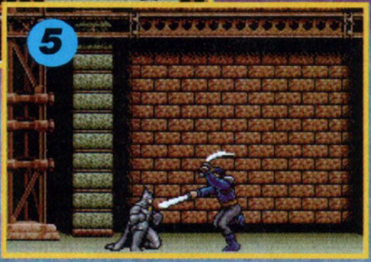
This is what you need all of your missiles for at the end of the level. Try to stay near the bottom of the screen and keep releasing your missiles. They are programmed to home in so all you have to worry about is avoiding hostile fire



After the car section you'll move into a brief platform area that is solely inhabited by the Joker's clowns. If at any point you happen to fall off a platform, keep a watch out for the icons that hang in mid-air. Try to guide your fall so you collect some lives. It's worth sacrificing one to gain three more!

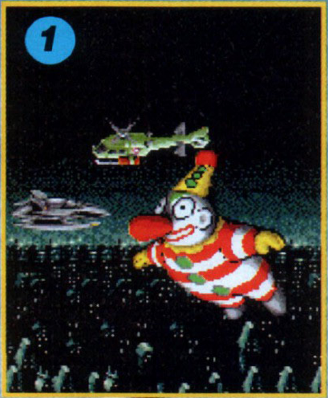


The fire-breathers are very easy to destroy. Simply crouch before them and kick them three times in the legs

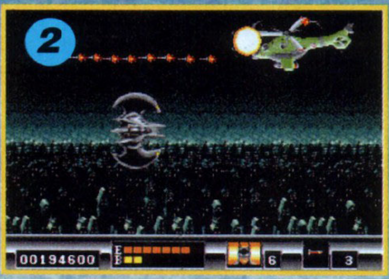


Again, you encounter the warrior with the twin swords. Use the tactics outlined elsewhere to kill him. Attack him from behind and try to use your Batarangs

LEVEL FIVE: THE SKIES OVER GOTHAM

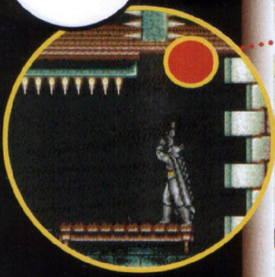


In the Batwing you must employ the same tactics as in the Batmobile in level four. Save as many of your missiles as possible. Remember, even the larger foes can be destroyed with your machine-guns

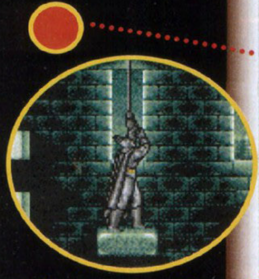


The guardian here is the giant Russian chopper that swoops in slinging out hundreds of rockets. As in the Batmobile stage sit towards the bottom of the screen and let your guided missiles do their work

LEVEL SIX : GOTHAM CITY CATHEDRAL

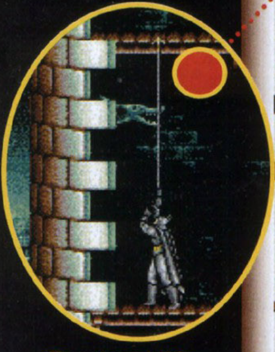


When you reach this point your final obstacle (before the Joker) is this sliding spiky block. Timing is of paramount importance. Don't cock up your somersault jumps!

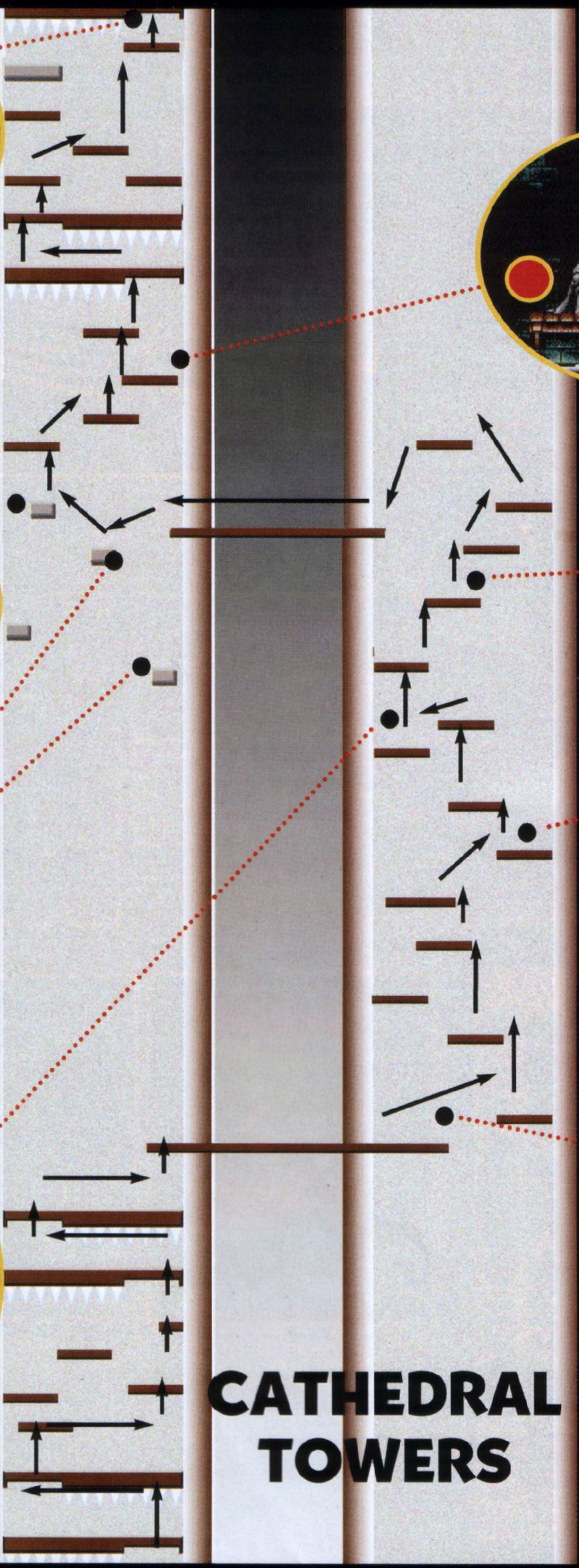


Use your grappling hook to get off this step before it falls

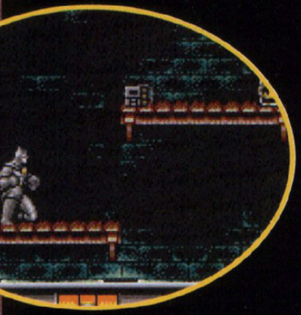
Watch out! If you stand on these platforms for too long they end up dissolving! Try to jump off them as quickly as possible



To get past this gargoyle, use the grappling hook and swoop up past it just after it blows out its deadly flame



CATHEDRAL TOWERS



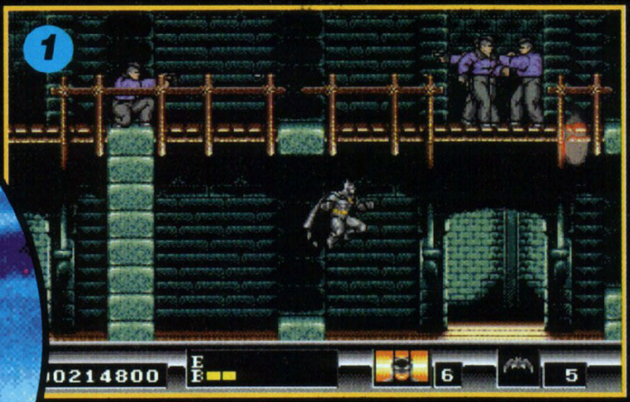
The motion sensitive bombs are unavoidable really. Just make sure you know what they look like to avoid falling all the way to the bottom of the level

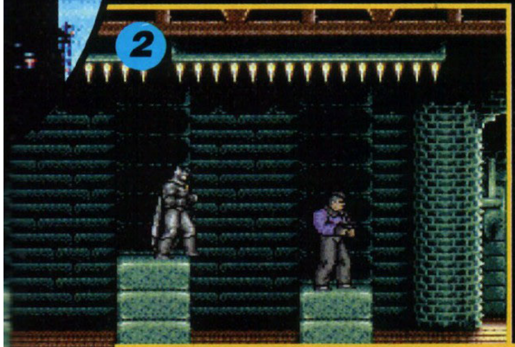
Beware of the chaps who lob the dynamite sticks. When approaching one wait for him to make a move to throw the explosives before jumping upwards

The gargoyles appear from time to time and can only be destroyed by punching them three times. Beware because if you move off screen they will reappear if you fall back towards them

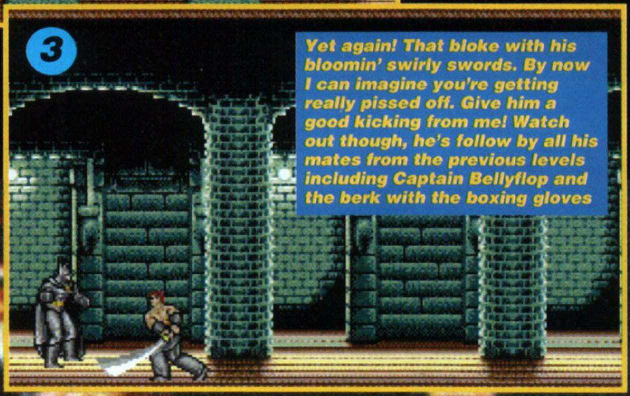
When leaping across some of the wider gaps, jump and then jump again very quickly in order to somersault. At this point watch out cos there's nothing to land on below

When standing on top of a pedestal try not to jump as you'll end up banging your head on the spiked ceiling



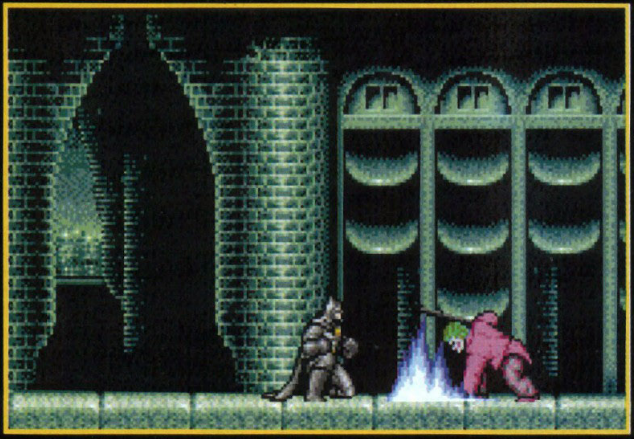


On the way into the cathedral try to keep hopping up and down between the two floors to ensure that you avoid as many of the meanies as possible as you collect all the goodies



Yet again! That bloke with his bloomin' swirly swords. By now I can imagine you're getting really pissed off. Give him a good kicking from me! Watch out though, he's follow by all his mates from the previous levels including Captain Bellyflop and the berk with the boxing gloves

DEFEATING THE JOKER



The Joker has two forms of exceptionally fast attack. Firstly there is the 'blue sparkly lightning thingy' and secondly there is his 'whopping great big weapon'. Try to jump over the blue flashes that fly across the floor and then simply duck under the bullets.

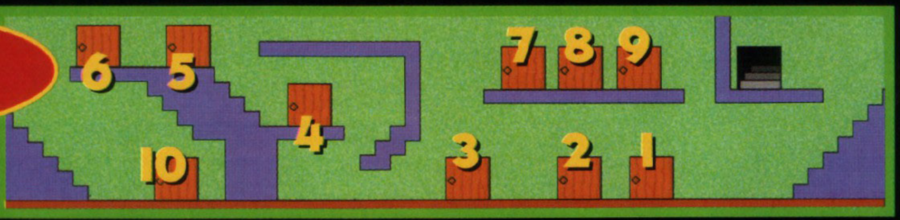
The easiest way to kill the Joker is just keep lobbing Batarangs at him! Alternatively, try to get behind him

KRUSTY'S FUN HOUSE

Hi ya kids, Krusty the clown's back for more moronic mayhem battling against the rebelling rats. You've probably walked through the first level, but the second is a little trickier. Don't worry, MAG will guide you to the end...

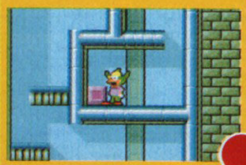
ALEX

LEVEL 2

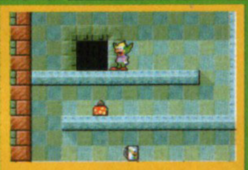


ROOM 2

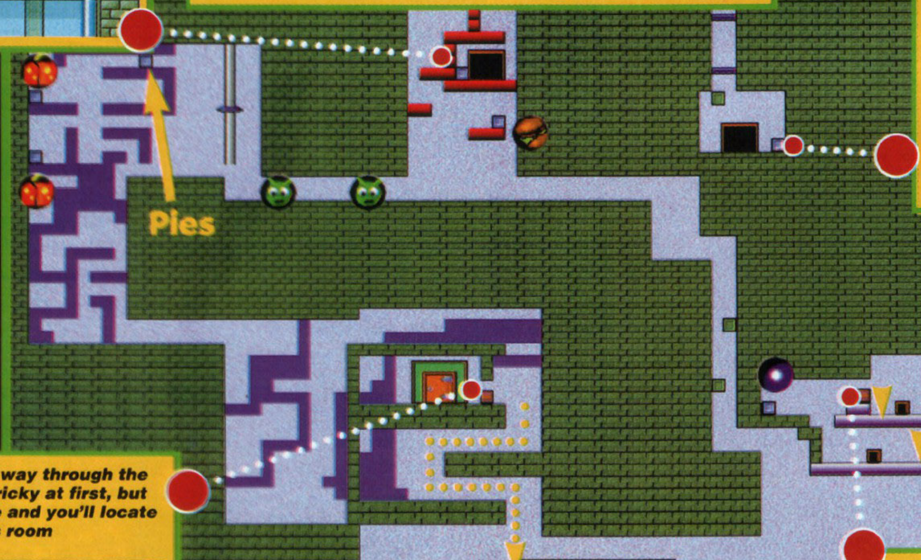
Kick the block to reveal a door. Step inside to enter the bonus room, but don't hang around



Boot the block to the bottom then nip up and make your way through the pipes. Head for the first alien. Jump up and kick the block that opens the bonus room door (see elsewhere). Open the block by the bonus room exit, then jump up and head down and to the right. Fall down, then release the rats using the kick blocks. Grab the superballs and use them to smash the crumbling wall.



Having grabbed all the icons from the bonus room, kick the block before jumping up



Finding a way through the pipes is tricky at first, but persevere and you'll locate the bonus room

Whack the kick blocks to unleash the rodents

TIP PITY TOES

Keep sending your tips in and you might win a game, but don't just copy them from other mags – we're not totally stupid!

JOE MONTANA

Play and win a game. Copy down the first three and last two letters of the screen password. Enter your code 'T555H' in the middle of these letters eg 'wsjT555Hia'. You should now be in the Sega Bowl.

TWO CRUDE DUDES

This is one for those with an Action Replaycart:
Unlimited lives:
FF46CB0002

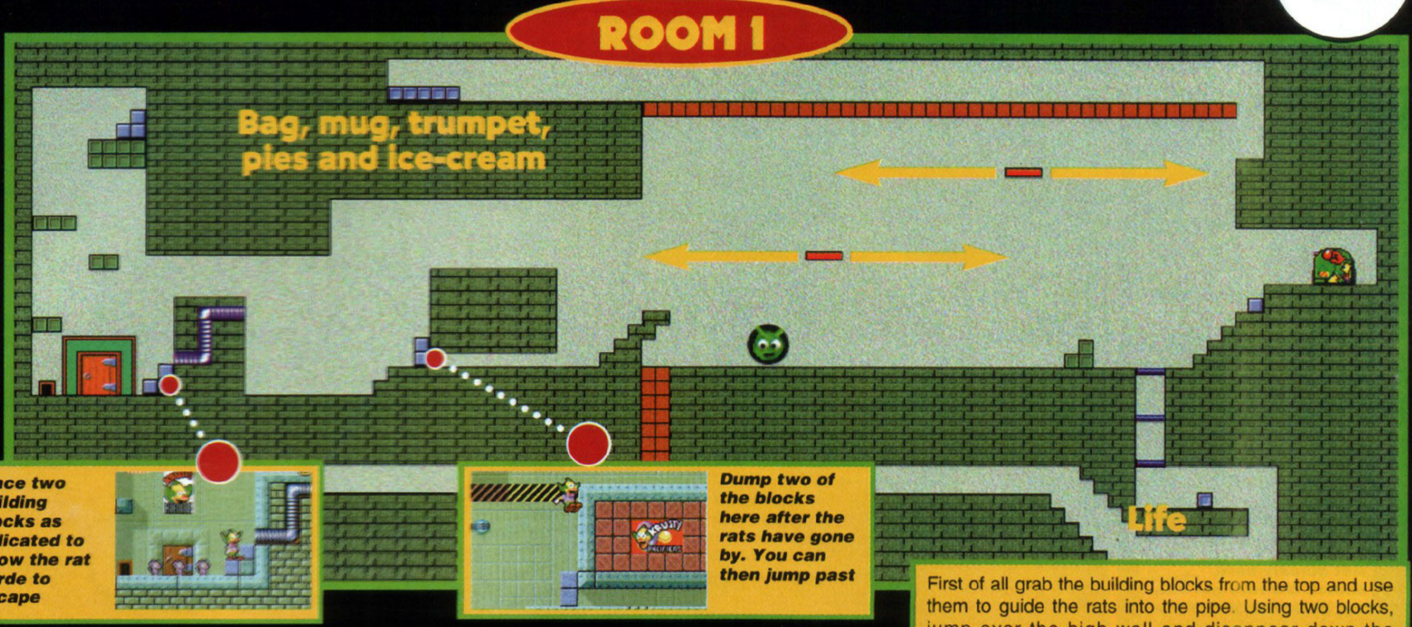
QUACKSHOT

Action Replay:
Unlimited energy:
FF8F9 70008

BATMAN

Action Replay:Infinite lives:
FF431C0006

ROOM 1



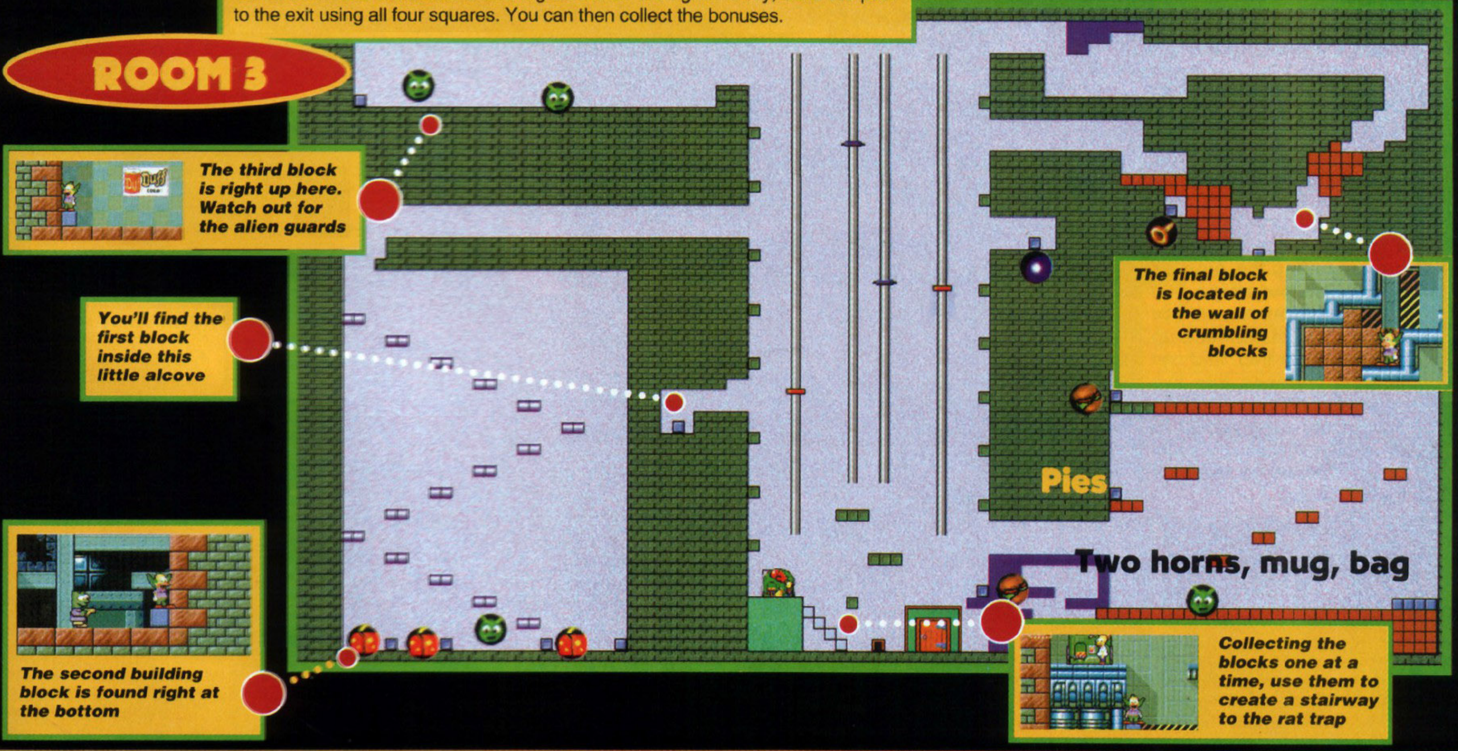
Place two building blocks as indicated to allow the rat horde to escape

Dump two of the blocks here after the rats have gone by. You can then jump past

First of all grab the building blocks from the top and use them to guide the rats into the pipe. Using two blocks, jump over the high wall and disappear down the crumbling wall. Grab the building block on the far left and carry it all the way right and place it just before the trap. Don't forget to grab the bonus as you pass.

The first block is easy to get, just nip into the alcove on the left, pick it up and take it back down. The second block can be found at the bottom of the next left exit, but watch out for the guards. Take the block back to the trap, then retrieve the next found at the top, on the left. You'll need to grab the superballs to get the next block found inside the crumbling blocks on the right. Finally, build the path to the exit using all four squares. You can then collect the bonuses.

ROOM 3



The third block is right up here. Watch out for the alien guards

You'll find the first block inside this little alcove

The final block is located in the wall of crumbling blocks

The second building block is found right at the bottom

Collecting the blocks one at a time, use them to create a stairway to the rat trap

DESERT STRIKE

Top Action Replay codes for a top game.

Infinite Lives: 006AA 44A79
Unlimited Fuel: 00689 C4A79
Bonus Armour: 0049D 07FFF

ROAD RASH

Action Replay: Level five type in 04002 70G19 and 005QH 57AGQ to give you over £42 million.

HOLIDAYS

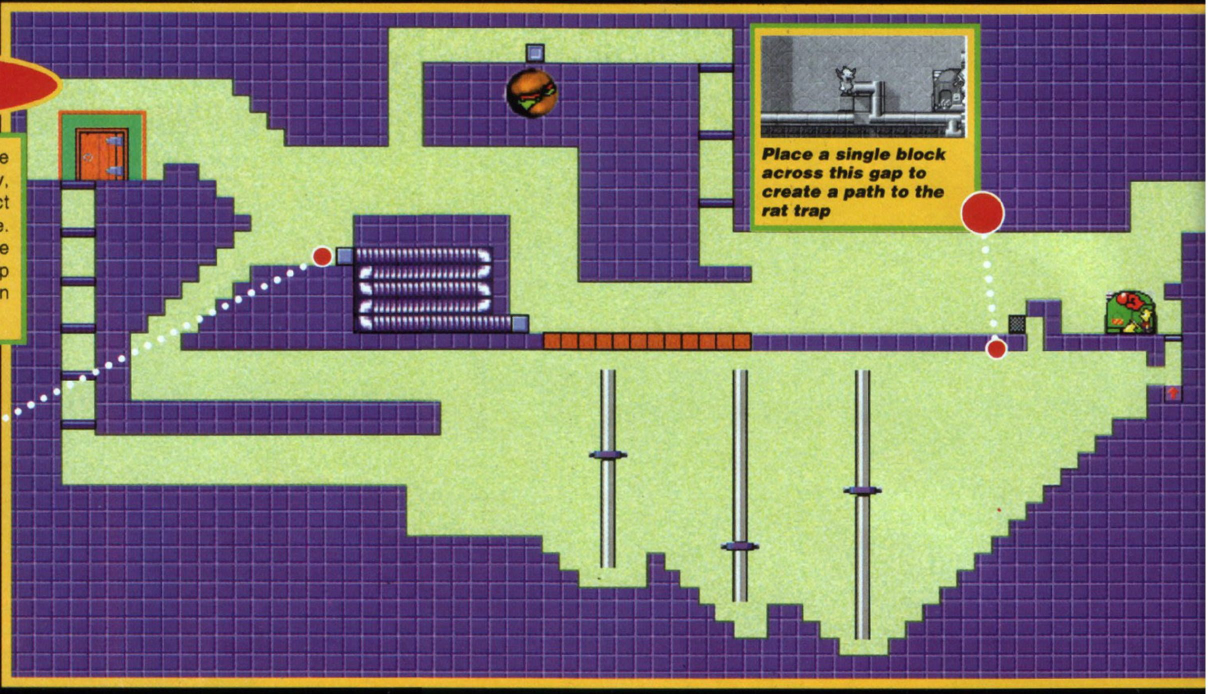
A sunbed, a bottle of rum, a large assortment of potted plants and an episode of Eldorado are a great substitute for that holiday you can't afford.

GOLDEN AXE II

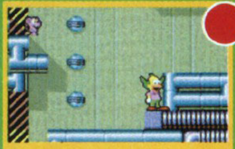
When the intro appears, press A, B, C and Start. Keep A held down and let go of the others. Then press B and C together to enter the options screen. Release B and C. Highlight the exit option and hit buttons B and C to return to the main menu. Still holding A, press B and C and pick the number of players. Keep holding down all three buttons and press Start to run the normal game. Then select your character (while holding the buttons) and push Up and Start. Now you may select any level!

ROOM 4

Quickly run and move the first block. Dump this nearby, then jump right and collect the square blocking the pipe. Use this to fill the gap on the right, but make sure you leap over the crumbling floor when you pass.



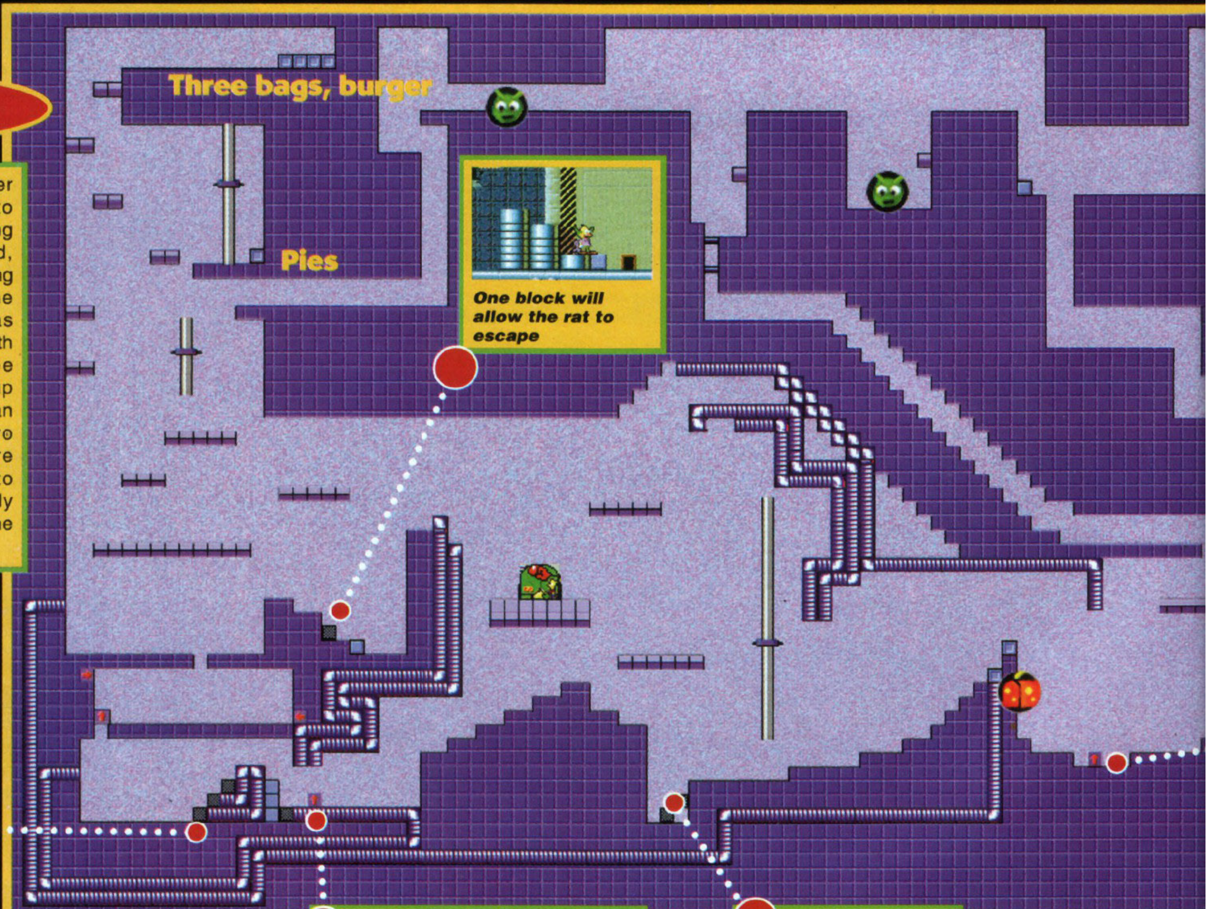
Place a single block across this gap to create a path to the rat trap



Act quickly here. Before the rats get out, nip down and move the blocks away from the pipe allowing them to walk past

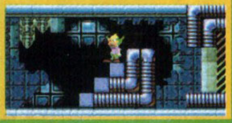
ROOM 6

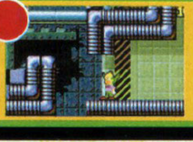
Grab the block found under the entrance and use it to jump off to the left. Leaving the bonuses until the end, allow the rat to escape using a building block. Place the blower under the pipe as shown, before creating a path over the pipes with three blocks. The rat will end up just below the trap, and can only be released with two squares. A couple more blocks allow the rodent to pass over the pipe. Finally drop the blower to shoot the rat into the trap.



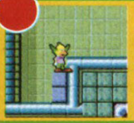
One block will allow the rat to escape

Three blocks are needed to form a path over the pipes

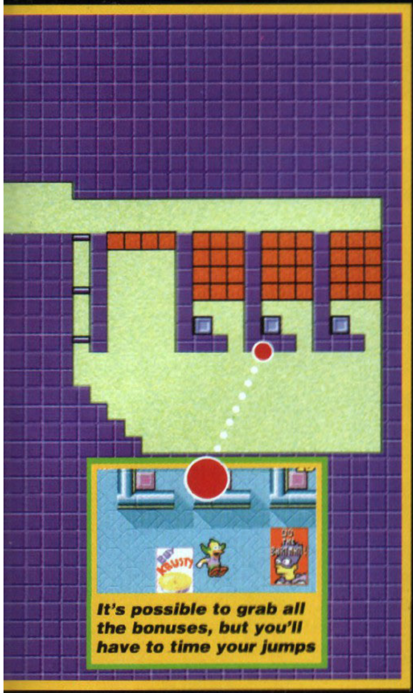




Place a blower under the pipe to get the rat nearer the trap



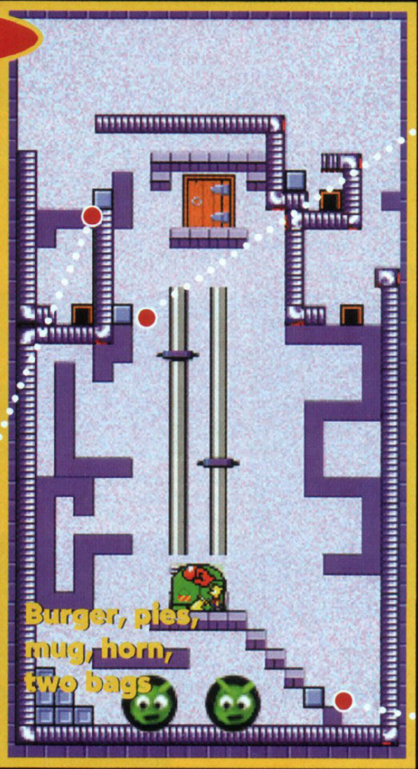
Use two blocks here to release the rat

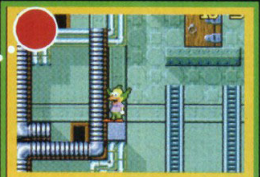


It's possible to grab all the bonuses, but you'll have to time your jumps

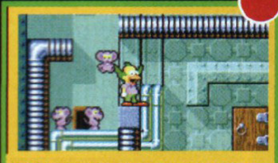
ROOM 5

Grab the block from the right of the level, and place it by the mouse hole. Wait for all the rodents to escape, then carry it down to the bottom. Use it to make steps to the rat traps, making sure you wipe out the alien guards first. Finally use it to reach the exit door.



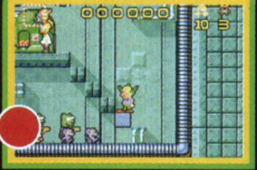


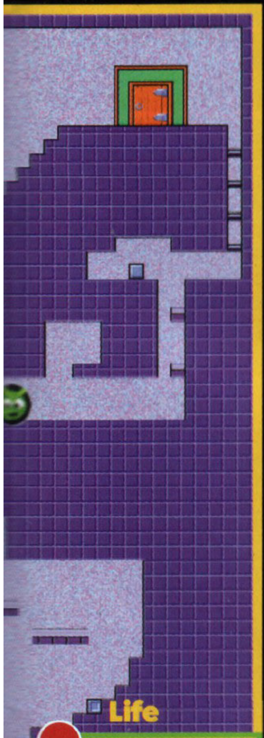
Having blasted all of the rascally rodents, dump the block here and jump off it to reach the exit

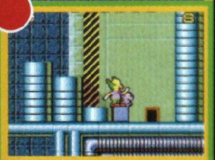


Pick up the block and place it here first. This will allow the rats to get out of the constant loop of pipes

Wait for the rats to stroll to the right, then place the block here to form a stairway to the trap. You'll have to do this a couple of times before you catch all of the fiends



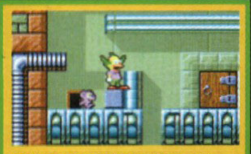




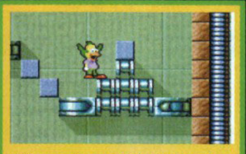
Place this blower here just before the rat reaches you. The fan will blow the rat into the pipe above, which will speed him to his ultimate doom

ROOM 7

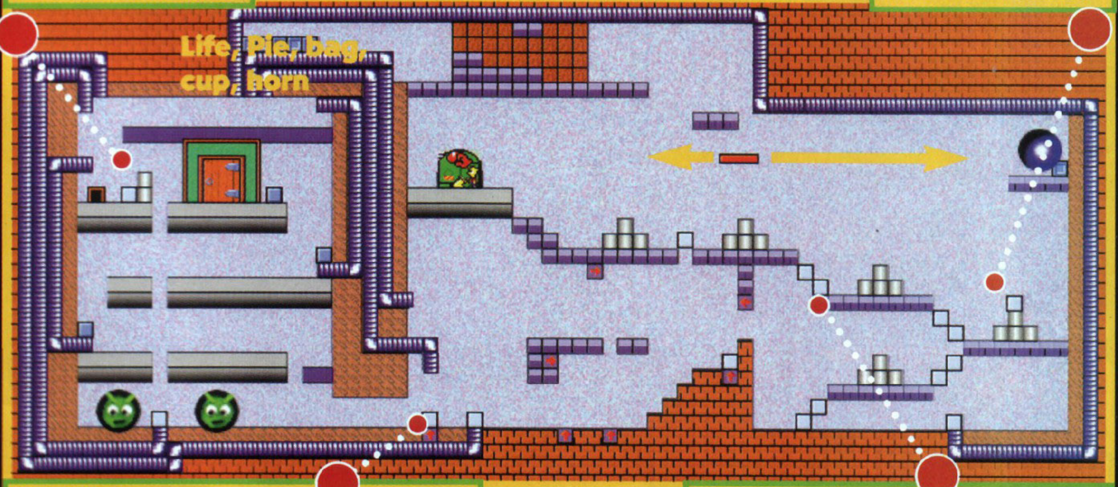
Use two of the blocks to fill the pipe and blower, then drop the remaining one by the entrance. The rat will make his way across to the right, so you'll have to close the other pipe with a block you used previously. Use the blocks to make a path up to the platforms, picking up and replacing squares to fill the gaps as you go.

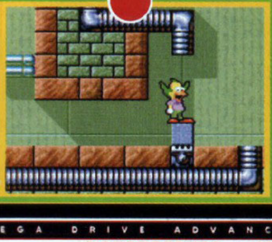


This block lets the rat out. Before you release him make sure the other building squares are used to block the pipes

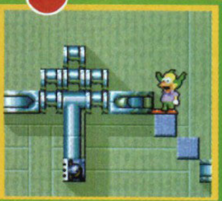


It's pretty difficult trying to make a path with only a few blocks, but persevere and the rat will be beaten (finally!)





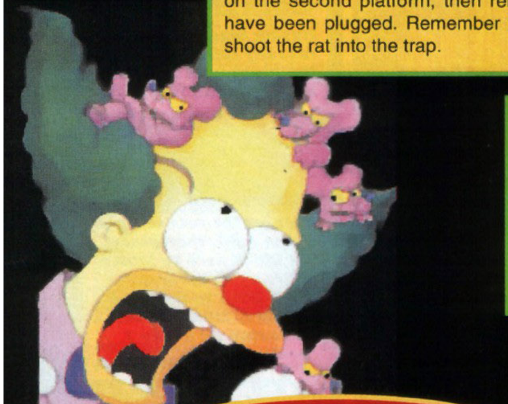
You will have to start taking some blocks from the very beginning, making use of them to stop the blowers. Wait for the rat to pass by, then use them further on in the super fun house...

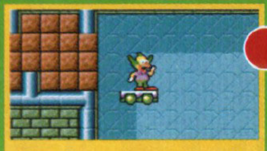


After allowing the stupid rat to perambulate merrily along your makeshift staircase, pick up just a couple of blocks and lay both of them down here double quick!

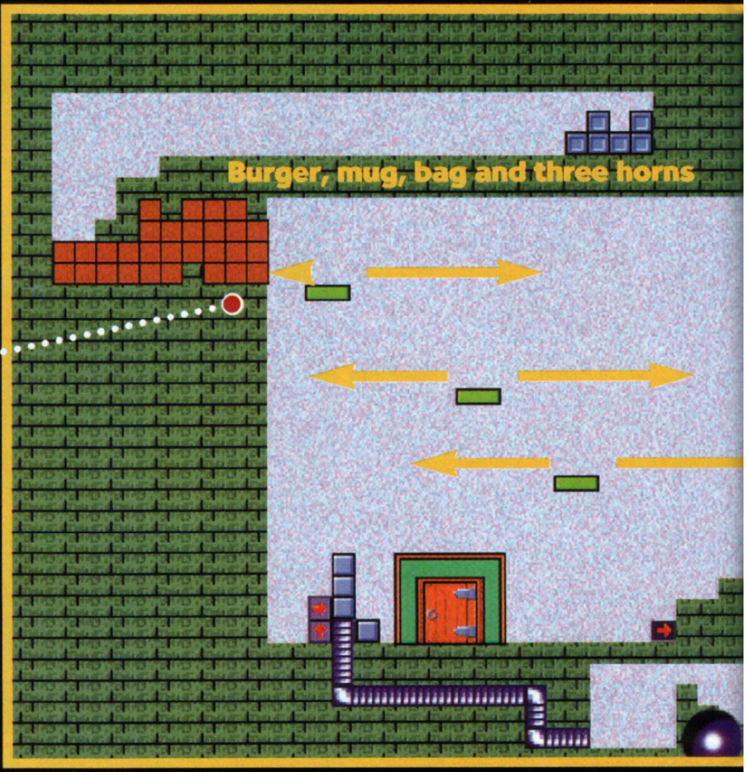
ROOM 8

Use a blower and three blocks to make a path to the first platform, then let the rat loose by taking away the last square and placing it at the top of the next platform. Using the previous three blocks, create steps so the rat can be trapped on the second platform, then release it when the final gaps have been plugged. Remember to use the vertical blower to shoot the rat into the trap.



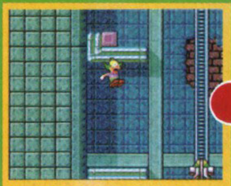


You'll need the superballs to break through the crumbling wall

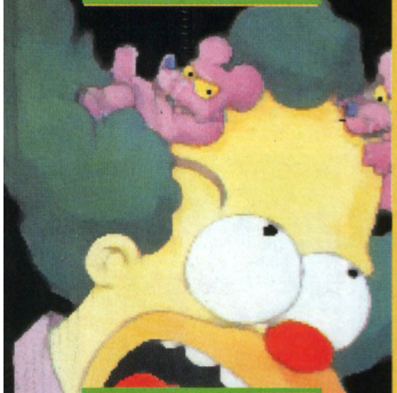


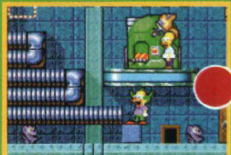
ROOM 9

First of all make your way through the maze of pipes, using the route indicated. At the top, fall down or use the elevator to drop you down safely. Then kill the pair of guards and pick up the building block. Use this block to guide the rats into the trap, then just grab the bonuses on the left.

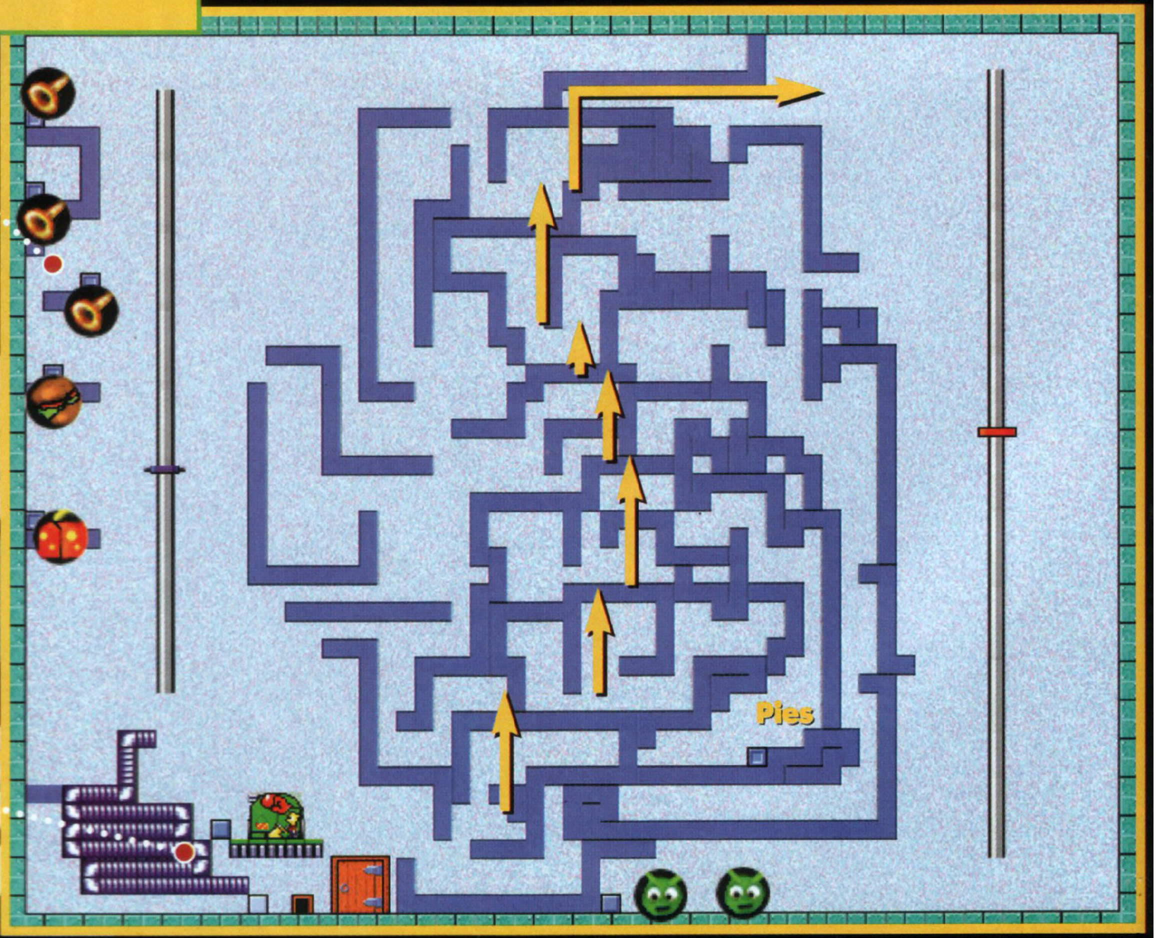


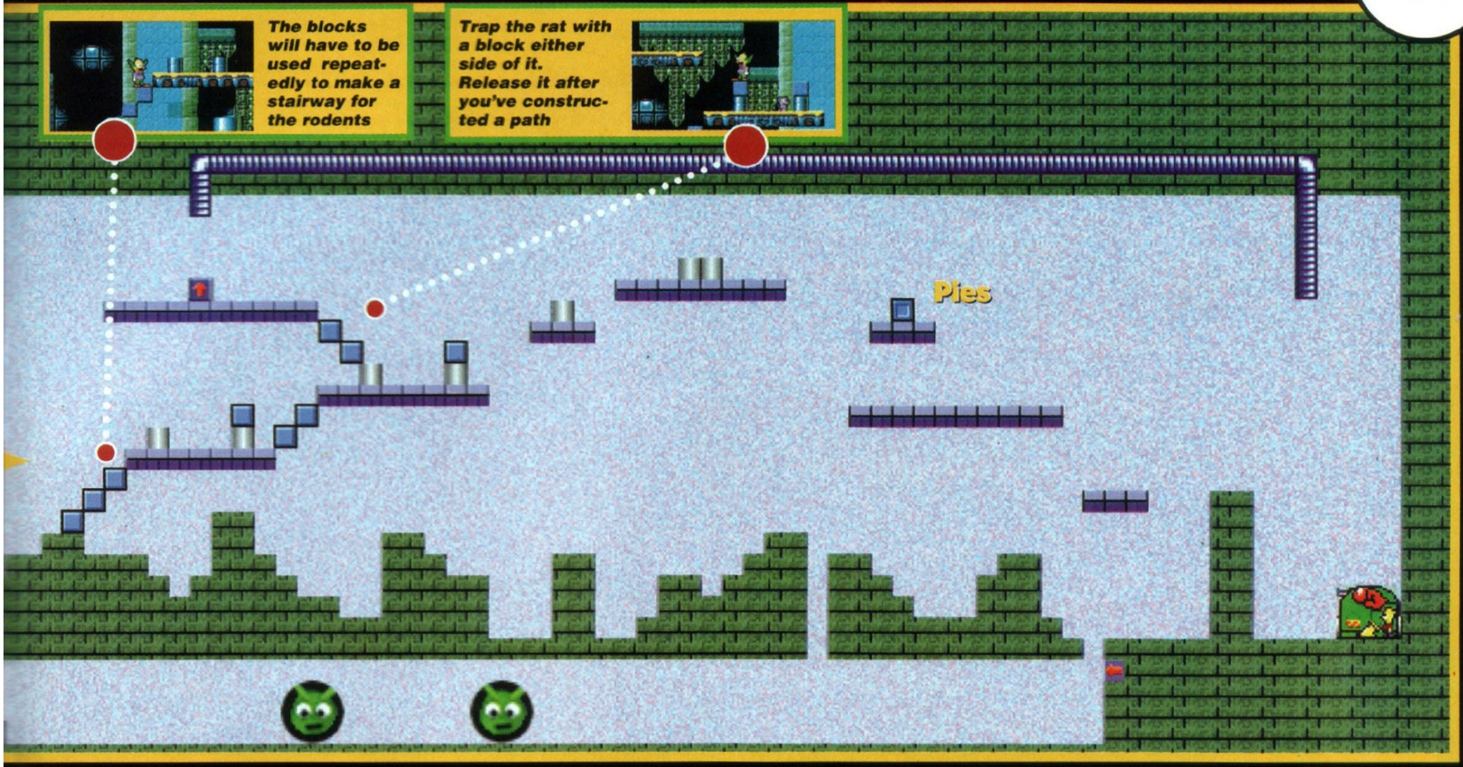
Jump from the top right to reach the wad of bonuses





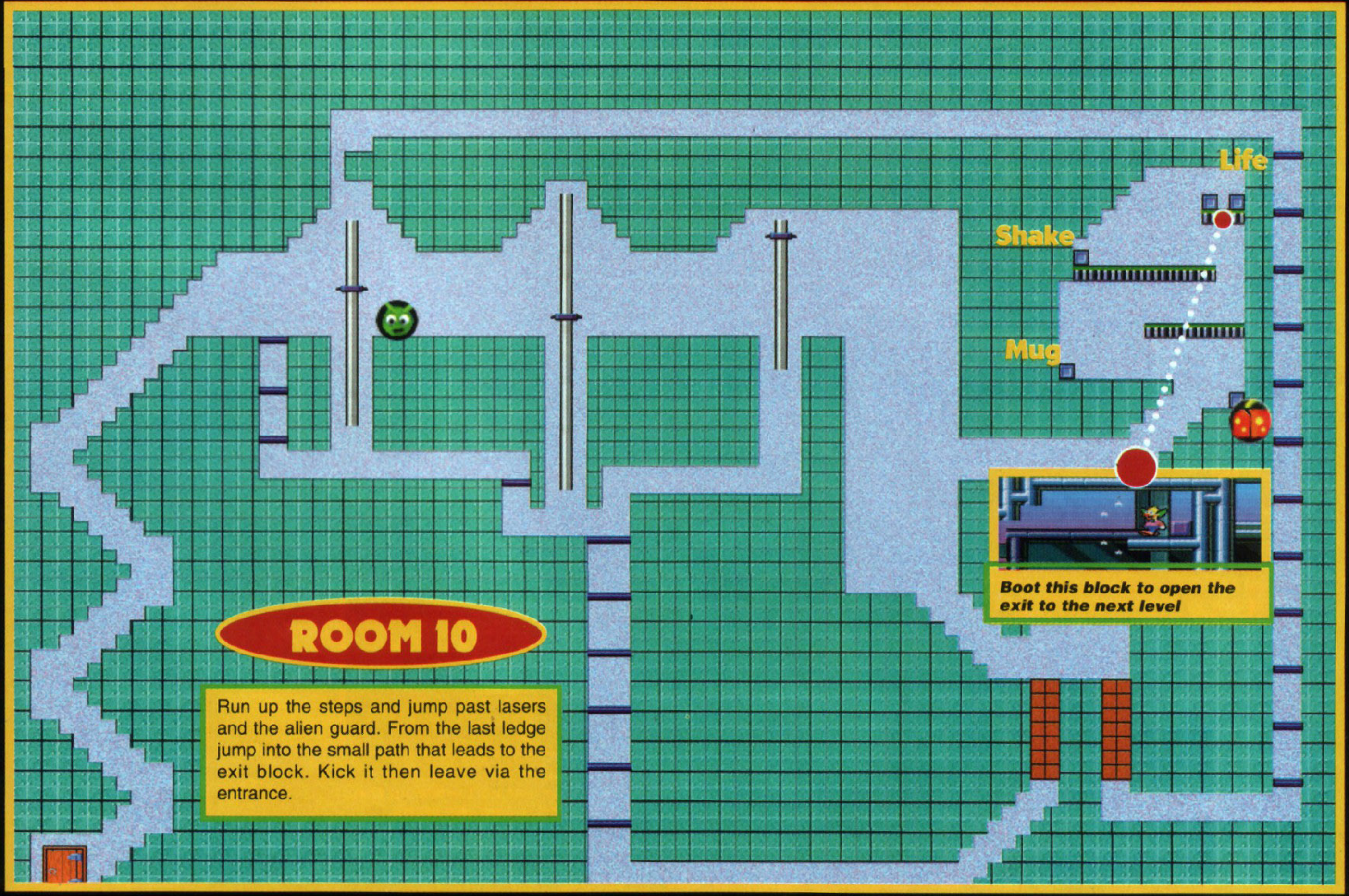
Use the single block in both places to guide the rats into the trap





The blocks will have to be used repeatedly to make a stairway for the rodents

Trap the rat with a block either side of it. Release it after you've constructed a path



ROOM 10

Run up the steps and jump past lasers and the alien guard. From the last ledge jump into the small path that leads to the exit block. Kick it then leave via the entrance.

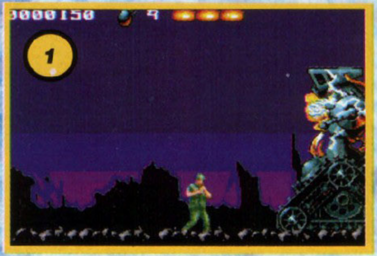
Boot this block to open the exit to the next level

THE TERMINATOR

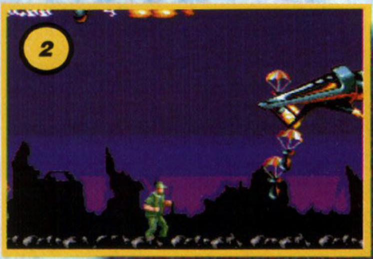
Oliver Connoly from Jersey was an immense help with this players' guide. Cheers Oliver there's a game on the way! The following pages give you the best tactics to use for each of the levels in the game.

LEVEL ONE: 2029

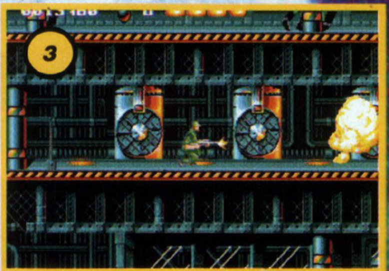
Your objective here is to find your way into the Skynet lab and blow up the time displacement unit. Just before it blows you have to leave the complex and make sure you get into the time travel pod.



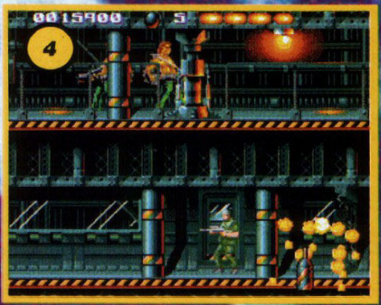
The very first obstacle is the ground based HK. This is by no means as difficult as it looks! Move in as close as you can and keep chucking the grenades as fast as possible. If your shots are reasonably accurate you should need to throw about 10 grenades



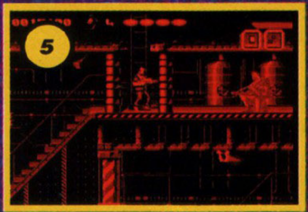
The flying HK is a hindrance that can be easily avoided with patience. It is possible to destroy it for an extra bonus though. Five grenades are all that is needed to make it crash from the sky. Watch out though, it's immediately replaced by another



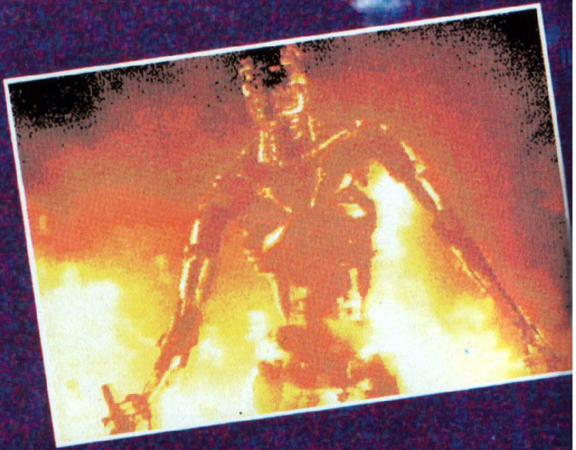
Having moved underground you've got to reach the time displacement unit as quickly as possible. As you move right, make sure that at the first set of steps which go down you take the upper platform where you'll see a number of fans

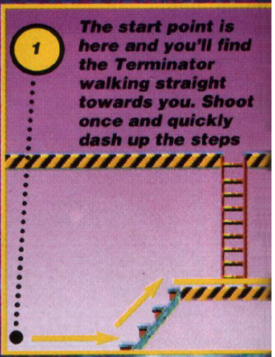


At the next set of steps make sure you take the lower platform. You'll need to blow out the door with one of your smart bombs at the end of the platform



Once you've blown the time displacement unit move up the steps, left, down the steps, along to the left, up the steps, right, up some more steps and then up the ladder to the surface

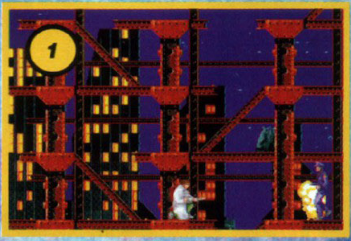




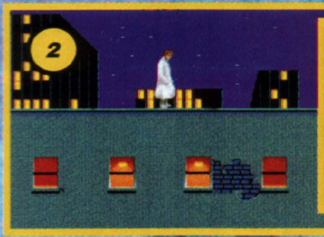
The start point is here and you'll find the Terminator walking straight towards you. Shoot once and quickly dash up the steps

LEVEL TWO: 1984

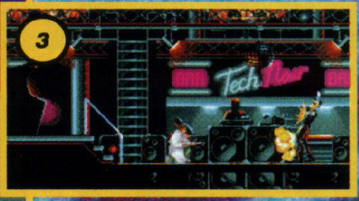
Locate Sarah Connor and make sure she doesn't get found by the Terminator first!



When shooting at either the cops or the thugs you'll find it easier to crouch and keep firing as fast as possible. This way you can avoid their shots at all times



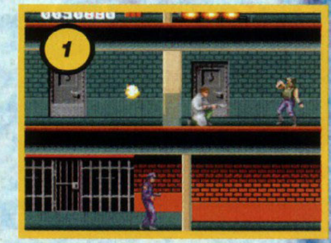
Try to stay above ground level for as long as possible. On top of the buildings you'll find that the only real problem is the helicopter gunship. This can be avoided in a very similar manner to the flying HK in level one. Patient timing is all that is required!



At the end of the street you'll find the Tech Noir bar. Sarah is at the far right and you've just got to get to her. The Terminator will have to be knocked over three times before you can get past him

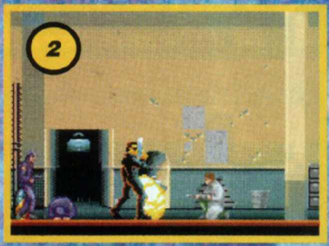
LEVEL THREE: LAPD

Separated from Sarah you must get from the cells in the bottom right of the building up to offices. Although the level is large you don't need a map as there is only one possible route.



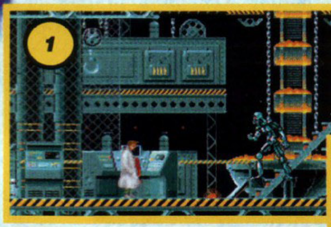
Due to the low ceiling of the police station the thugs cannot throw their Molotov cocktails very far. Get close to them before firing and the explosives should fly straight over your head

As before you'll have to knock the Terminator over three times before you can get past. Unfortunately there are usually some cops around so you'll have to shoot them as well. Get to the stairs on the left as fast as you possibly can!

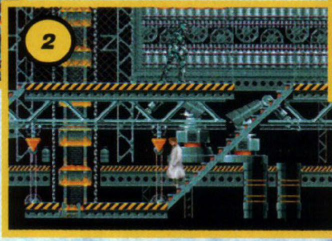


LEVEL FOUR: THE FACTORY

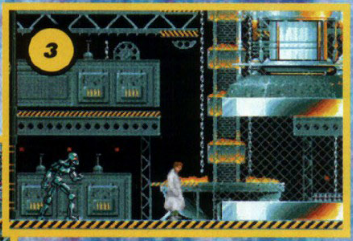
In the relative safety of the unoccupied factory you realise that the endoskeleton still lives. Lead him to the crusher at the far right of the level. Use the map to find the quickest route to safety.



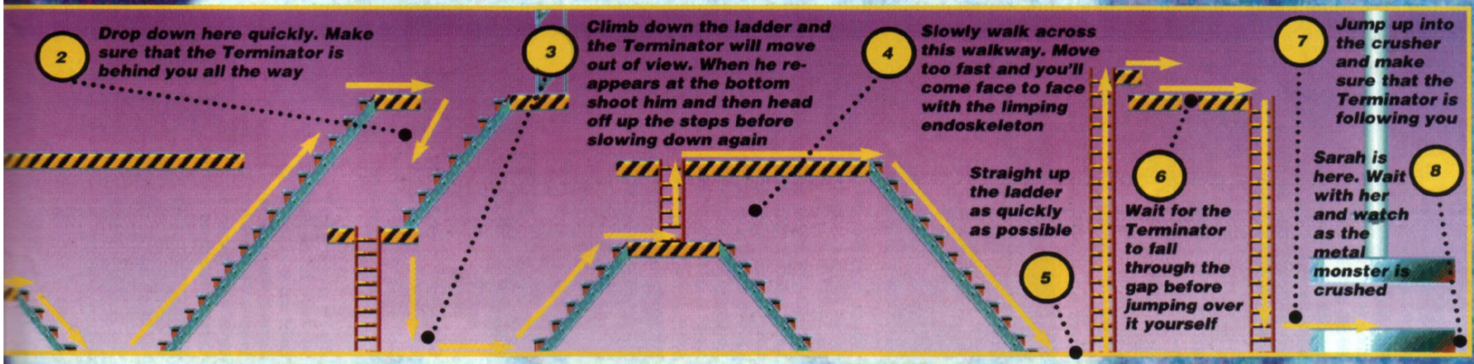
The Terminator starts off in front of you – shoot him and he will fly off the screen. You want to get past him so he walks along slowly behind you. After five shots he breaks in half and is then more difficult to kill



Move slowly to keep the Terminator in view. Walk too fast and he'll disappear and the next thing you know he'll appear in front of you!



The crusher is at the far right. Run through to reach Sarah and then just wait for the Terminator to follow. Easy!



② Drop down here quickly. Make sure that the Terminator is behind you all the way

③ Climb down the ladder and the Terminator will move out of view. When he re-appears at the bottom shoot him and then head off up the steps before slowing down again

④ Slowly walk across this walkway. Move too fast and you'll come face to face with the limping endoskeleton

⑤ Straight up the ladder as quickly as possible

⑥ Wait for the Terminator to fall through the gap before jumping over it yourself

⑦ Jump up into the crusher and make sure that the Terminator is following you

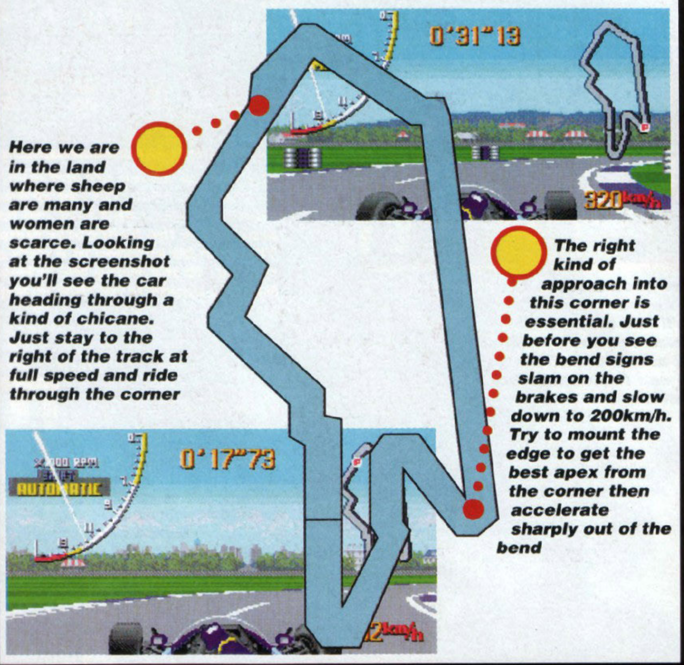
⑧ Sarah is here. Wait with her and watch as the metal monster is crushed

MONACO GP II

If only I could drive as well on a real track as in the game I'd be a millionaire by now! Anyway, I can still be your driving instructor for the next four pages.

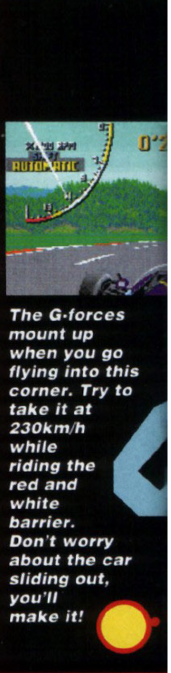
Use the screenshots in conjunction with the text for each of the corners and the championship will be yours – no problem!

AUSTRALIA



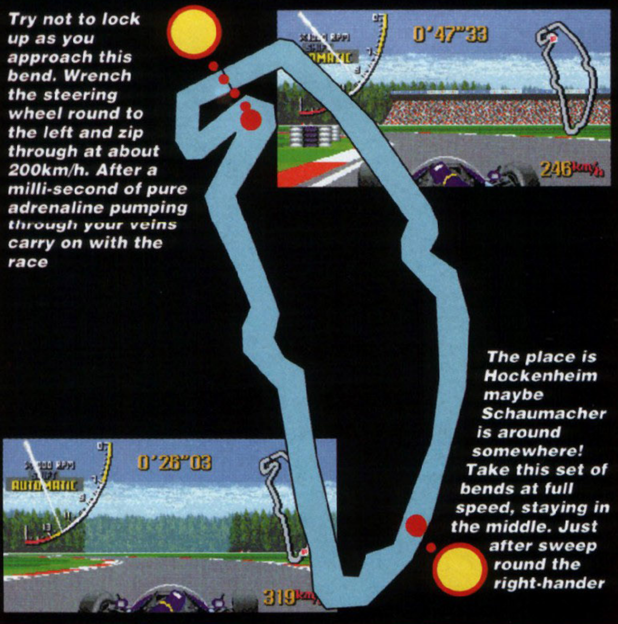
Here we are in the land where sheep are many and women are scarce. Looking at the screenshot you'll see the car heading through a kind of chicane. Just stay to the right of the track at full speed and ride through the corner

The right kind of approach into this corner is essential. Just before you see the bend signs slam on the brakes and slow down to 200km/h. Try to mount the edge to get the best apex from the corner then accelerate sharply out of the bend



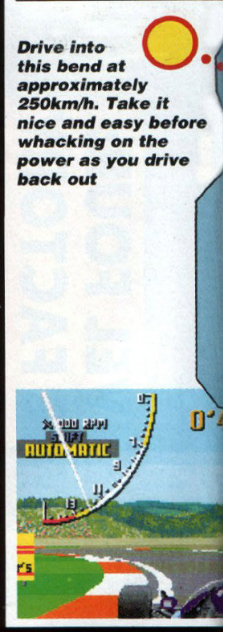
The G-forces mount up when you go flying into this corner. Try to take it at 230km/h while riding the red and white barrier. Don't worry about the car sliding out, you'll make it!

GERMANY



Try not to lock up as you approach this bend. Wrench the steering wheel round to the left and zip through at about 200km/h. After a milli-second of pure adrenaline pumping through your veins carry on with the race

The place is Hockenheim maybe Schaumacher is around somewhere! Take this set of bends at full speed, staying in the middle. Just after sweep round the right-hander



Drive into this bend at approximately 250km/h. Take it nice and easy before whacking on the power as you drive back out

ARNOLD PALMER'S GOLF

For access to a fantasy zone simply take 100 shots on any hole without putting the ball. When 'Game Over' appears press Up, Up, Down, Down, Left, Right, Left, Right, then button A.

REVENGE OF SHINOBI

Go to the options screen, select 'O SHURIKENS' hold on a sec, wait for the signal to appear then start the game as normal. Hey presto, infinite shurikens!

THE IMMORTAL

Codes for the further levels:
Level 3: 6E1EC21000E10
Level 4: 465FA31001EBO
Level 5: D4BFD41000EBO
Level6: BCFEF51010A41
Level 7: 6B10F61010ACL
Level 8: E590D710178C1.

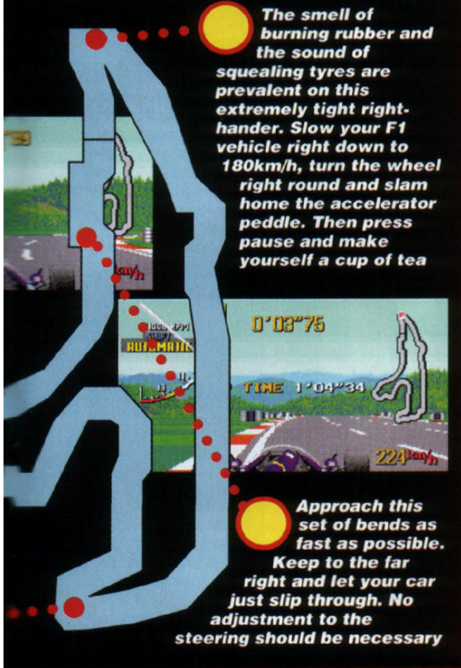
HELLFIRE

Choose hard level then listen to the soundtrack for over a minute. The game will start with 99 continues.

KRUSTY'S FUNHOUSE

Level codes:
Level 2: Whoamoma
Level 3: Flanders
Level 4: Brockman
Level 5: Sideshow.

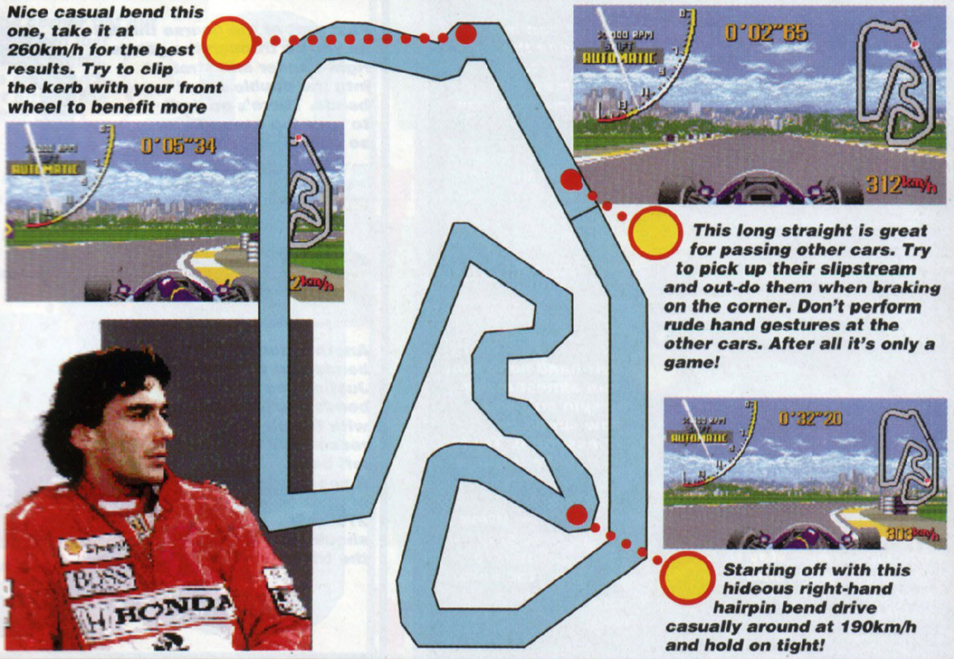
BELGIUM



The smell of burning rubber and the sound of squealing tyres are prevalent on this extremely tight right-hander. Slow your F1 vehicle right down to 180km/h, turn the wheel right round and slam home the accelerator peddle. Then press pause and make yourself a cup of tea

Approach this set of bends as fast as possible. Keep to the far right and let your car just slip through. No adjustment to the steering should be necessary

BRAZIL

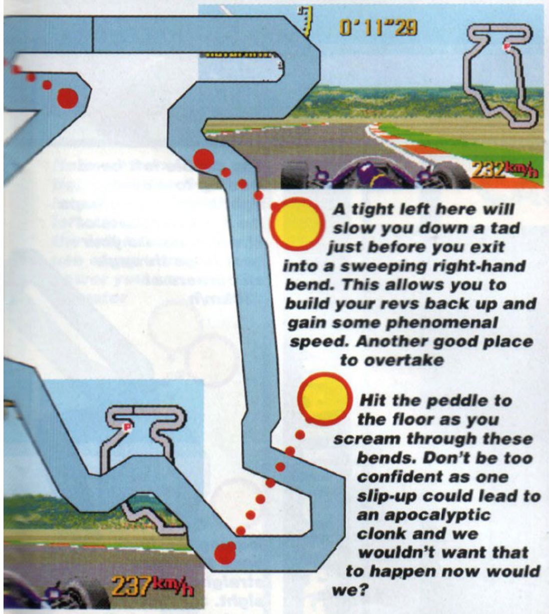


Nice casual bend this one, take it at 260km/h for the best results. Try to clip the kerb with your front wheel to benefit more

This long straight is great for passing other cars. Try to pick up their slipstream and out-do them when braking on the corner. Don't perform rude hand gestures at the other cars. After all it's only a game!

Starting off with this hideous right-hand hairpin bend drive casually around at 190km/h and hold on tight!

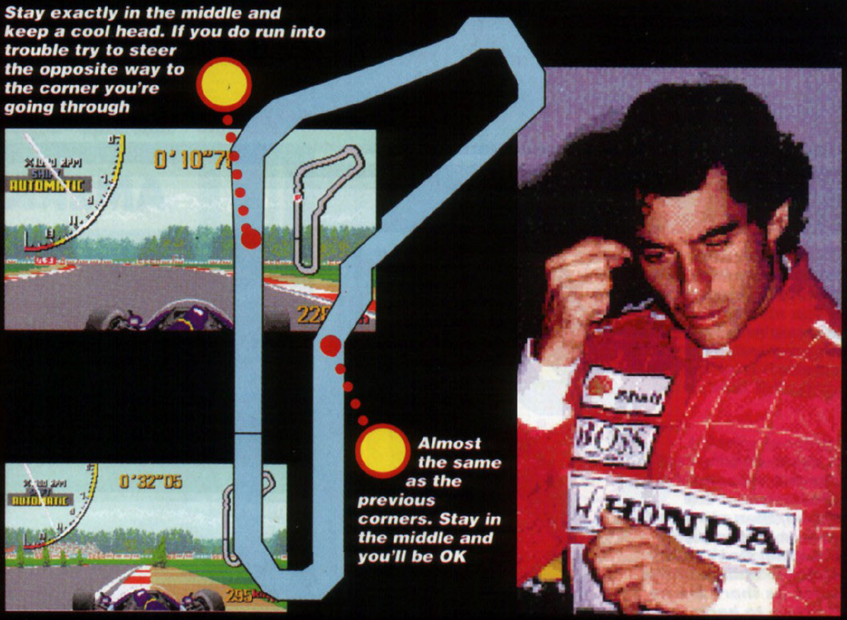
HUNGARY



A tight left here will slow you down a tad just before you exit into a sweeping right-hand bend. This allows you to build your revs back up and gain some phenomenal speed. Another good place to overtake

Hit the peddle to the floor as you scream through these bends. Don't be too confident as one slip-up could lead to an apocalyptic clonk and we wouldn't want that to happen now would we?

ITALY



Stay exactly in the middle and keep a cool head. If you do run into trouble try to steer the opposite way to the corner you're going through

Almost the same as the previous corners. Stay in the middle and you'll be OK

GERRY'S TIP OF THE MONTH

Avoid large crowds of people by moving to a small cabin in the middle of Siberia, then grow a beard and wear dark glasses. The latter will help because if you happen to run into a large crowd of people they will leave you alone as you will not be recognised.

SLAUGHTER SPORT

To choose your top character in this lovely game. Bring up the title screen. Then tap in these button combos to receive your choice.

Bonopart: A, Up, C
Buff: Left, C, B
El Toro: B and C together, A, Up
Guano: Up, Right, A and B together
MC Fire: Down, C, Right
Mondu: A and B together, Down, Left
Ramses: Right, Left, A
Robo Chic: Right, Up, Down
Sheba: B and C together, B, B
Skinny: Right, Down, Right
Webra: A and C together, Up, Right
Weezil: Down, Right, Up

CENTURION

Action Replay: For a fleet of ships along with several conquered kingdoms use the codes: **BN4Q AVIV W61Q ZCAS 5555 731U.**

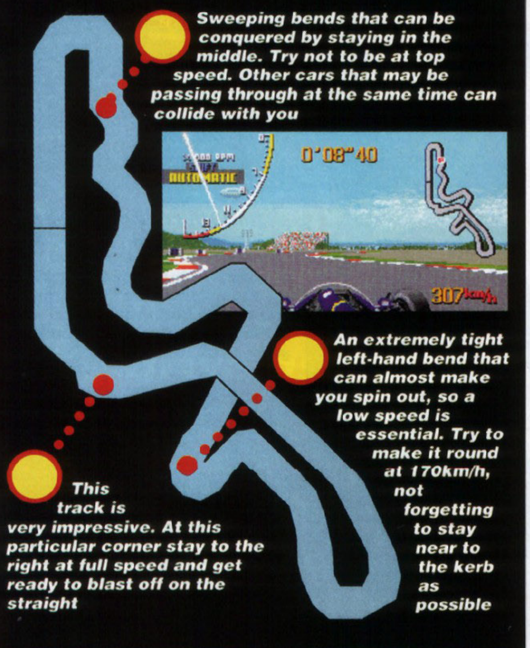
EL VIENTO

Action Replay: Near invincibility: **00C47 64A79** (what does that mean?)
Full strength flame weapon: **00490 24A79**

DICK TRACY

Action Replay: Infinite energy: **FFFD6 20006.**

JAPAN

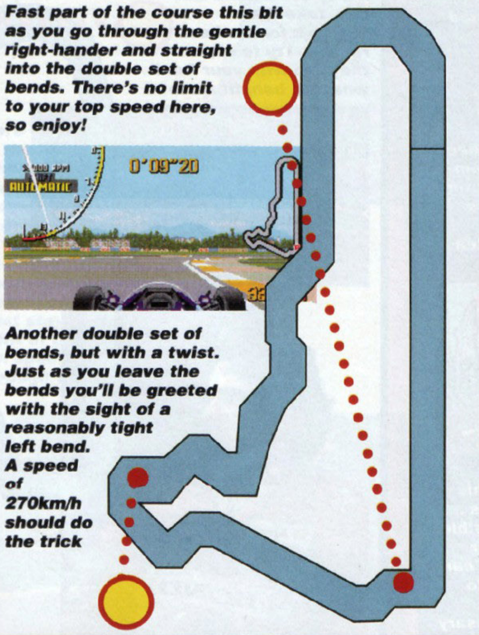


Sweeping bends that can be conquered by staying in the middle. Try not to be at top speed. Other cars that may be passing through at the same time can collide with you

An extremely tight left-hand bend that can almost make you spin out, so a low speed is essential. Try to make it round at 170km/h, not forgetting to stay near to the kerb as possible

This track is very impressive. At this particular corner stay to the right at full speed and get ready to blast off on the straight

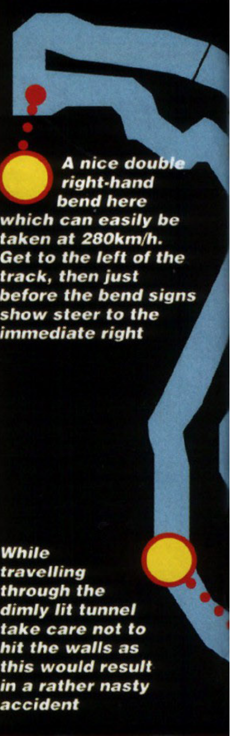
MEXICO



Fast part of the course this bit as you go through the gentle right-hander and straight into the double set of bends. There's no limit to your top speed here, so enjoy!

Another double set of bends, but with a twist. Just as you leave the bends you'll be greeted with the sight of a reasonably tight left bend. A speed of 270km/h should do the trick

MONACO



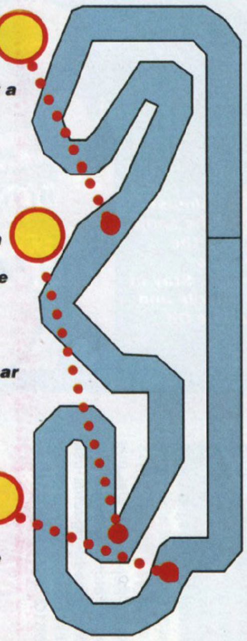
A nice double right-hand bend here which can easily be taken at 280km/h. Get to the left of the track, then just before the bend signs show steer to the immediate right

While travelling through the dimly lit tunnel take care not to hit the walls as this would result in a rather nasty accident

BRAZIL

GREAT BRITAIN

SPAIN

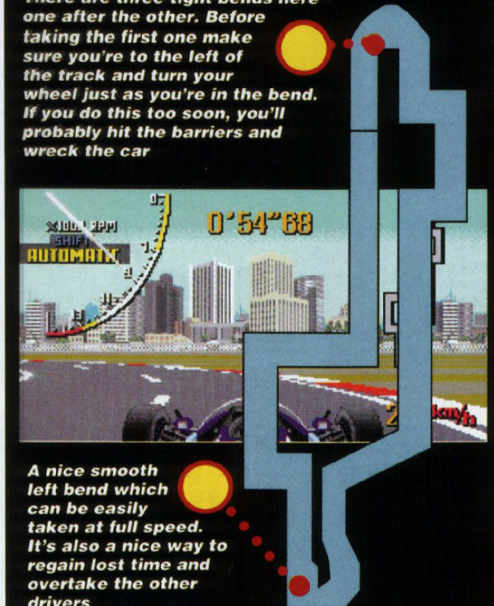


The set of bends shown here look very menacing indeed but if you stay to the left and you're travelling at a high velocity you'll survive

A death defying feat is needed here. Approach the hairpin at top speed, then cut into the corner as sharply as possible. Don't worry about skidding off the track as there are no barriers to harm your car

Speeding quite nicely through the difficult left-hand hairpin bend leads straight into the gentle arc of the right-hand bend that follows soon after

AMERICA



There are three tight bends here one after the other. Before taking the first one make sure you're to the left of the track and turn your wheel just as you're in the bend. If you do this too soon, you'll probably hit the barriers and wreck the car

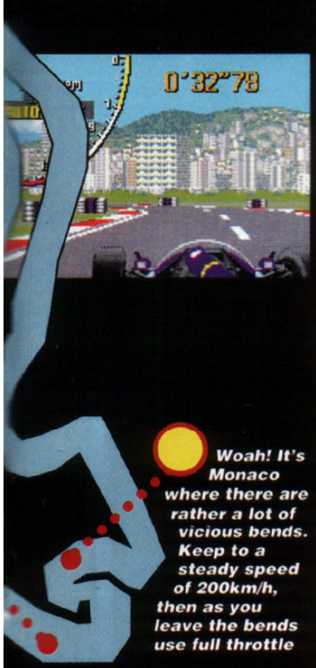
A nice smooth left bend which can be easily taken at full speed. It's also a nice way to regain lost time and overtake the other drivers

GREAT BRITAIN

The double left bend leading to a double right bend are perhaps the trickiest parts of Silverstone. Do your best to go through all corners at 230km/h

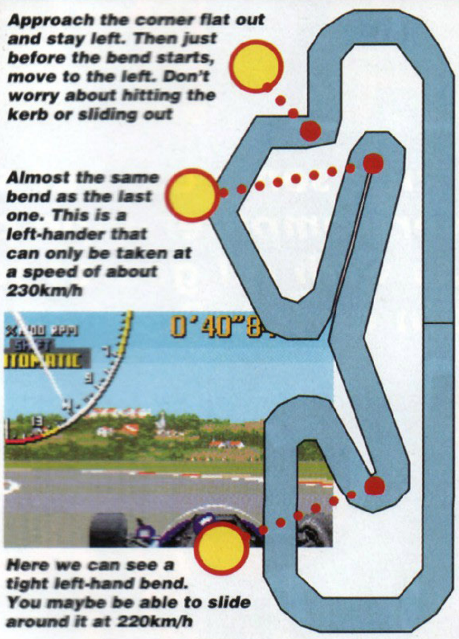
0'28"53
SHIFT
AUTOMATIC

On leaving the final bend the home straight is in sight. So push your engine beyond all limits to impress the eager crowd



Woah! It's Monaco where there are rather a lot of vicious bends. Keep to a steady speed of 200km/h, then as you leave the bends use full throttle

PORTUGAL

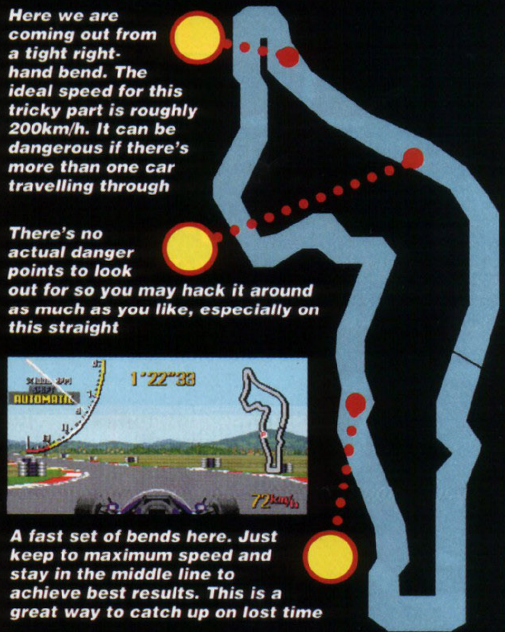


Approach the corner flat out and stay left. Then just before the bend starts, move to the left. Don't worry about hitting the kerb or sliding out

Almost the same bend as the last one. This is a left-hander that can only be taken at a speed of about 230km/h

Here we can see a tight left-hand bend. You maybe be able to slide around it at 220km/h

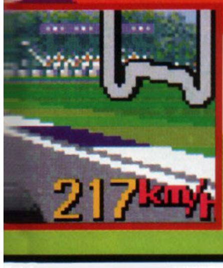
SAN MARINO



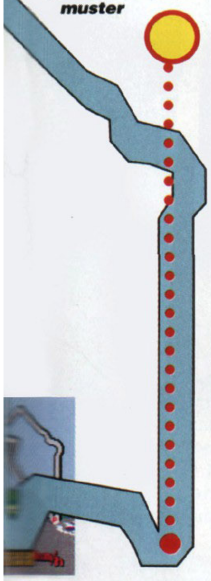
Here we are coming out from a tight right-hand bend. The ideal speed for this tricky part is roughly 200km/h. It can be dangerous if there's more than one car travelling through

There's no actual danger points to look out for so you may hack it around as much as you like, especially on this straight

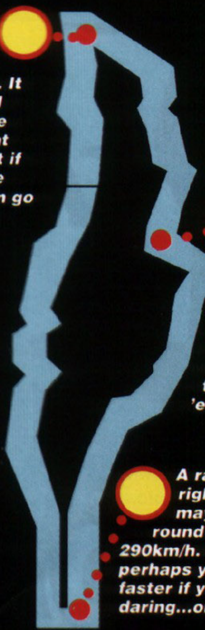
A fast set of bends here. Just keep to maximum speed and stay in the middle line to achieve best results. This is a great way to catch up on lost time



Here we can see a tight right leading into a very difficult left. Upon entering the left-hand bend use every ounce of power you can muster



CANADA

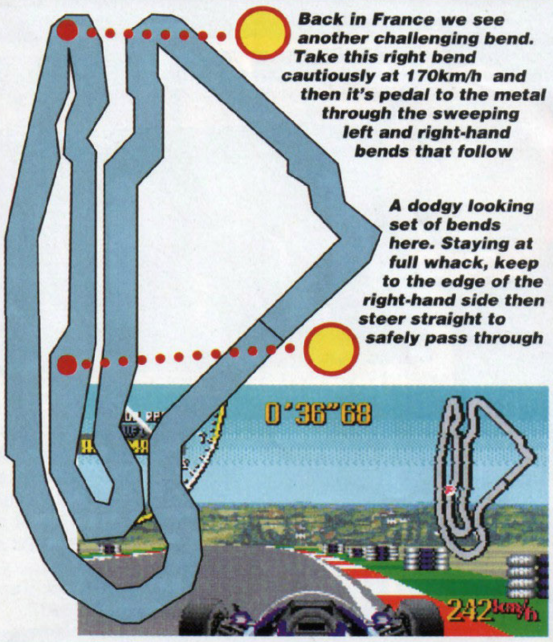


A nice set of bends that leads to a tough right-hander. It is suggested that you take this corner at 210km/h, but if you're a dare devil you can go faster than that!

A nice calm track. On leaving a 260km/h bend to the left it's into a full speed bend to the right. Go get 'em!

A rather smooth right-hander that may be driven round at a speed of 290km/h. Who knows, perhaps you can even go faster if you're incredibly daring...or stupid!

FRANCE



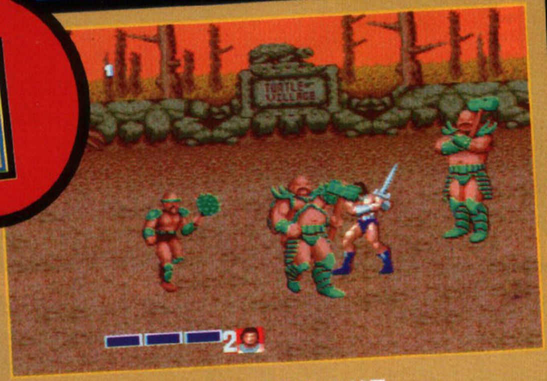
Back in France we see another challenging bend. Take this right bend cautiously at 170km/h and then it's pedal to the metal through the sweeping left and right-hand bends that follow

A dodgy looking set of bends here. Staying at full whack, keep to the edge of the right-hand side then steer straight to safely pass through

MEGA FILE

For the people who like to kick some ass but still pretend to be nice chaps, those clever computer-type people designed the beat'em-up. As with all genres some games are good and some are plain awful. Read on...

1



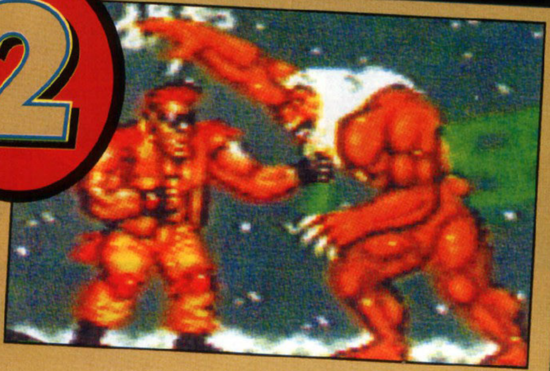
GOLDEN AXE

SEGA • £34.99

Lots of fast action and scantily clad men with muscles are combined to produce an excellent game. Most reviewers wet their pants when Golden Axe appeared (well Dave did) then cried with disgust at the disappointment of Golden Axe 2. This is definitely a classic beat'em-up.

86%

2



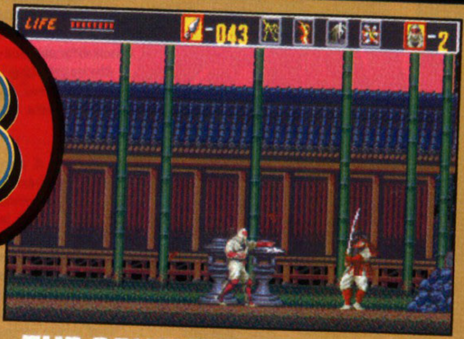
TWO CRUDE DUDES

SEGA • £34.99

A decent beat'em-up with two class A shedheads who look like they go to Millwall every Saturday. A long game filled with more fights when the England soccer fans hit town! With tough opposition the game isn't easy. One that experienced players will enjoy.

85%

3



THE REVENGE OF SHINOBI

SEGA • £34.99

This is an all action ninja beat'em-up. Dodge and throw shurikens, jump high in the air and then it's on to kick the life out of the bad guys. Then go on to fight with an assortment of animals and power-ups. What more is there left to say? This game comes very highly recommended.

81%

4

KABUKI SOLDIER

TAITO• IMPORT

Features rather large sumo types and other biggish people. Quite a good beat'em-up (makes a nice change). Great backgrounds and big colourful graphics. There is one small complaint though, the more skilful players out there will find it a little on the easy side, but don't let that put you off.

80%

5

STREETS OF RAGE

SEGA • £34.99

"Two-player...Great graphics, superb sound and fab gameplay...but too easy" was how this was described in our shoot'em-up round-up. After some dispute however, we've included it as a beat'em-up Now will you shut up!

79%

6

GOLDEN AXE 2

SEGA • £34.99

Why waste money on Golden Axe 2 when you can buy Golden Axe? This was supposed to be an improvement on the original but despite some nice changes the original game Golden Axe remains a better beat'em-up.

65%

7

TONGUE OF THE FATMAN

Taito • Import

Get thrown into the future then beat up some very unsavoury type people. There are some very nice graphics, but experienced players may find that the challenge is rather simple and is easily completed. An ideal game for novices and beginners.

60%

8

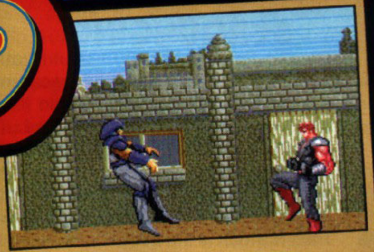
BUDOKAN

Electronic Arts • £34.99

Includes the nonsense of being taught the moves which makes the whole idea seem dull. If Microprose ever dabbled into this side of the market I'm quite sure Budokan would look a lot like the end result. It makes a refreshing change.

58%

9



LAST BATTLE

SEGA • £34.99

A great disappointment considering the superb graphics which include someone's head being knocked off and blood spurting everywhere – it's horrible! Slow and repetitive gameplay however tends to put most players off.

50%

10

ALTERED BEAST

SEGA • £29.99

A conversion of the popular old coin-op. This version is very basic and fails on the graphical side, jerky scrolling to mention one fault. The player can shoot baddies not just hit them, however we've included it as a beat'em-up - OK!

47%

GET YOUR MUG IN PRINT

Don't scoff at our ratings, write a mini review (60 words) of the games you've played, give them a score and then send 'em in. If you want your mug in the mag send in a photo too.

DOWN THE PAN

It's rather lucky for you lot that we are here to present the all-time top 10 beat'em-ups. However for every goodish game there are 10 complete duffers.

This month every game in the 'Down the Pan' list is a complete golden turkey. Read 'em and weep.

SWORD OF SODAN

1.	KAGEKI	20%
2.	PIT FIGHTER	30%
3.	DOUBLE DRAGON	31%
4.	STREET SMART	35%
5.	DJ BOY	37%
6.	SWORD OF SODAN	40%
7.	HEAVY NOVA	42%
8.	WARDNER SPECIAL	43%
9.	FIGHTING MASTERS	44%
10.	RINGSIDE ANGEL	45%

PIT FIGHTER

DJ BOY

MEGA PHONE

Reveal your darkest secrets to the team at Megaphone, MAG, Maverick Magazines, Waters Green House, Waters Green, Macclesfield, Cheshire SK11 6LF.

BAD TASTE

Hugh, I'd just like to say how sorry I feel for you not getting on the contents page of issue one. Your hair is great by the way. My questions:

1. What in the hell is Headbangers' Ball?
2. I've heard the Amiga and ST hit Striker is being released on the Mega Drive in early '93. Is it true?
3. Will Sensible Soccer be released for the Mega Drive?
4. Do you reckon it's worth waiting for Super Kick Off or should I get Euro Club Soccer?
5. Will a cricket game ever come out?

Matt Goldman, Warwick

Hugh: *1. It is MTV's rock programme.*

2. Nothing has been announced as yet.

3. As revealed in our news pages Sensible Software is in the process of developing it, but it is not signed yet for release.

4. Super Kick Off is miles off and Euro Club Soccer isn't an office favourite. I'd wait for something decent.

5. As Mega Drive releases are released for a global market, and cricket isn't especially popular in America and Japan, the chances of Graham Gooch's Cricket (Extra Pakistani Swing Controversy version!) appearing on the Mega Drive are slim.

MULTICOLOURED?

I'm writing to you after reading an article on the problems black actors have getting parts in films. This brought home an issue very much ignored by games producers, there are no coloured heroes in any games.

This has been evident since almost the beginning of games history. I remember loading Daley Thompson's Decathlon on the Spectrum and looking in disbelief at the white sprite used to depict Daley – this is even more evident today. Take Olympic Gold, despite the fact that most Olympic sprinters were black US Gold give us six white sprinters.

Now I know what you're saying, "Oh yeah another black guy with a chip on his shoulder", but I am actually white. I just think that coloured heroes get a raw deal when it comes to games.

George Truesdale, Airdrie

Jools: *I totally agree with your sentiments. The Olympic Gold problem was brought home to me when I visited John Regis for issue one's Star Play. I was a little worried about it but John didn't mention it, maybe we're overreacting a little?*

I agree with the facts, but do coloured Mega Drive players see it as a problem? It's easy to make an issue out of nothing in these prejudice-sensitive times. Let's hear some more opinions on the subject.

RAMBLING OLDIE

Sega Force, Sega Power and Sega Pro and you are all the same, you write to a 20-year-old reading public. I seem to belong to a lost legion, even when I go to Dixons or any other computer store to buy games, I get a lot of looks when I say that it is for me. Because I am 65 years old they seem to think that I am an eccentric pensioner, or maybe I'm the only pensioner who plays games or works on a computer.

I like the Mega Drive and Game Gear that I have and I've also got an Amstrad 464 with a memory expander.

Anyway, thanks for a good first mag and letting a pensioner ramble on. Of all the computer mags I buy you are the first one I've written to, it must be a good sign.

Eric Leeming, Blackpool

Jools: *Well, Eric I have to admit that you are the first Mega Drive owner I've come across over 65. I'm sorry you feel our writing is a little too young for you but we do have to appeal to our core readership first and foremost, and though I welcome the day that there are legions of Mega Drive owners who are 60 years old plus, you are something of a rarity at the moment. I'm sure you'll agree though, that we aren't as aggressively youth orientated as some other mags.*

SCROUNGING...

Please times 2,000,000 could you send me a Sega Mega Drive because my cousin has one and I would like one very much. I don't have much money saved up and I long to get one. I got yer magazine last month and I love the transfer of Sonic. I think yer mag is fab. I love the gang and I think Pam Norman is the best.

PS Please send a copy of Sonic too.

Joseph Mackey, Killenaule, Co Tipp

Gerry: *Pam? Hmm, everyone is entitled to their own opinion! This whinging and grovelling is too much for me, so here's John.*

John: *I'll have to be restrained 'cause I get moaned at by self-righteous fools when I'm too abusive. It is said that the longing for an item is far better than the actual receiving. Enjoy your desire for this shrine of entertainment and write to us again when you've got yourself a life.*

COCKY OR WHAT?

Dave, I have a problem with Mega Drive games – they're too darn easy! You're supposed to be a demon player

– well I challenge you, at any game you want. Ha! I bet you don't print this letter cos you're scared of defeat! Any game, any time. Prove your worth.

PS. I hope Sonic II is more challenging than number one.

PPS Your last issue was excellent. Keep it up!

Tom Reardon, Boroughbridge, North Yorks

Dave: *So you think you're worthy of challenging the ultimate gamesplayer? Well I ask you and all mortals who dare rise to the challenge. If you are serious about this confrontation then we'll arrange a quick bout with each other.*

DEPENDENCY

I am writing to ask you about the Further Adventures of Toejam and Earl. Is there going to be a Toejam and Earl 2? I would also like to know if you can use American and Japanese games on an English Mega Drive and will you be able to use American and Jap CDs on an English Mega CD?

Nigel Neilson, Kenilworth

Jools: *It would be safe to say that a sequel will appear, although no firm plans have been announced. In the meantime if you buy a Menacer later this year you'll receive a game featuring Toejam and Earl though this is not a sequel.*

If you buy an adapter or use an Action Replay Pro or Game Genie then you will be able to run most US and Jap imports. However Jap games are beginning to introduce chips which check whether the machine is Jap or not and won't run if it isn't. The same will apply to Mega CD games. Megacom will convert both for you if you call (0602) 475151.

TO THE POINT

1. When will EA Ice Hockey 2 be released and will it be better than the original?

2. When will Streets of Rage 2, Sonic II and Lotus Turbo Challenge be released?

3. Will Street Fighter 2 ever be released on the Mega Drive?

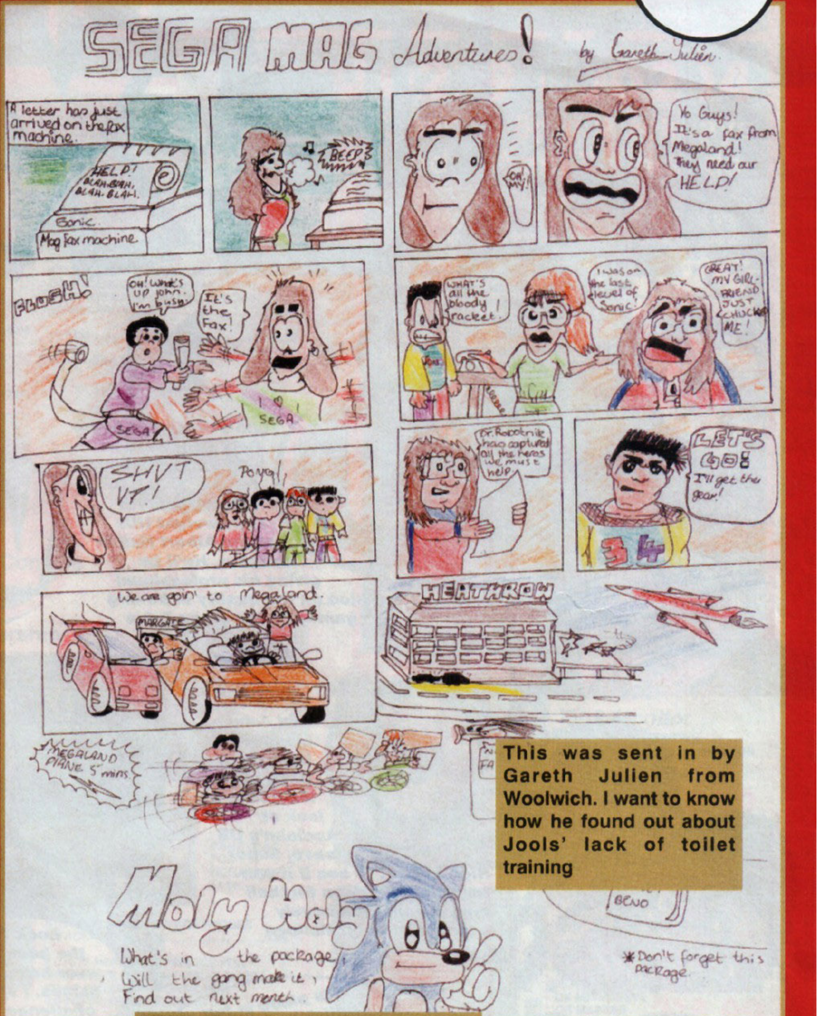
John K Fahy, Timperley

Dave: *EA Hockey 2 is to be known as NHLPA '93 and will be released in November/December. EA is marketing it as an update of the existing game and don't expect existing EA Hockey owners to buy the new version.*

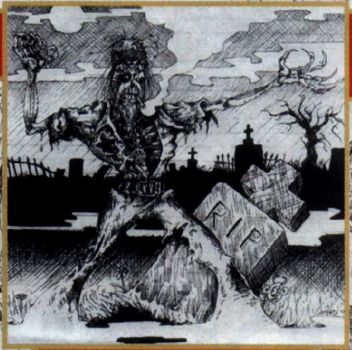
Streets of Rage II comes out in Japan under the moniker Bare Knuckle II around Christmas. Sonic II hits town 24 November. Lotus Turbo Challenge is pencilled in for an October release.

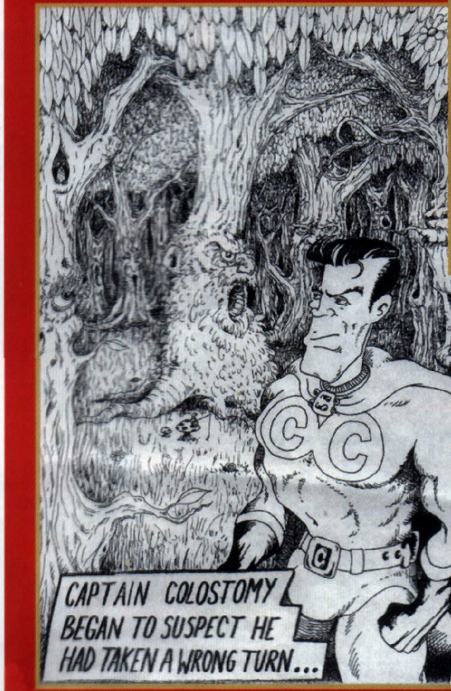
There are no plans for a MD version of Street Fighter 2, but if it ever did appear it is unlikely to come out in cartridge form, only on the Mega CD.

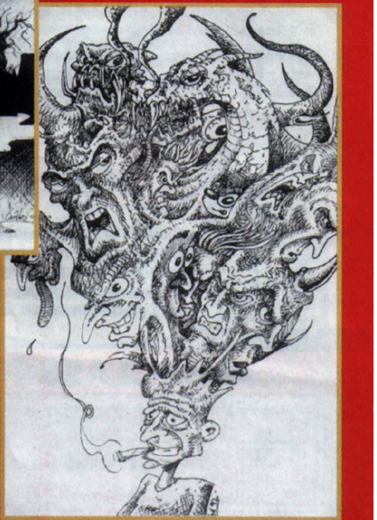
WE WANT YOUR ARTWORK!


SEGA MAG Adventures!
by Gareth Julien
A letter has just arrived on the fax machine.
HELP! BLAH BLAH, BLAH BLAH.
Sonic Mag fax machine
BEEP
OH MY!
Yo Guys! It's a fax from Megaland! They need our HELP!
FLUSH!
OH! What's up john. I'm busy.
It's the Fax!
I ♥ SEGA
SEGA
WHAT'S all the bloody racket!
I was on the last level of Sonic!
GREAT! MY GIRL-FRIEND JUST CHUCKED ME!
SHUT UP!
Poya!
Dr. Robotnik has captured all the heros we must help.
LET'S GO! I'll get the gear!
We are goin' to Megaland.
MARGATE
HEATHROW
MEGALAND PLANE 5 mins
Holy Holy
What's in the package, Will the gang make it, Find out next month.
BENO
*Don't forget this package.

This was sent in by Gareth Julien from Woolwich. I want to know how he found out about Jools' lack of toilet training




CAPTAIN COLOSTOMY BEGAN TO SUSPECT HE HAD TAKEN A WRONG TURN...

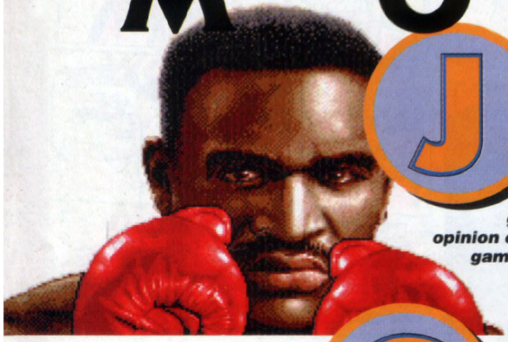


Carl 'Straight Up Guvnor's' weird artwork suggests that forces beyond his control helped in its creation! Everyone here related to it!

If you feel that a latent Picasso or Lichtenstein lurks within your sad, acne ridden exterior then put paint to paper. Whiz those creative outpourings straight to us and we'll print the cream of the crop. Naturally we won't return them because we've got better things to do and we won't give a prize either!

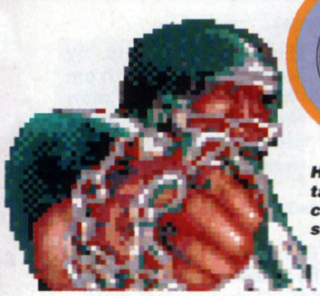
ANOTHER STUNNING ISSUE FINISHED, BUT THERE'S ALWAYS NEXT MONTH

NEXT MONTH

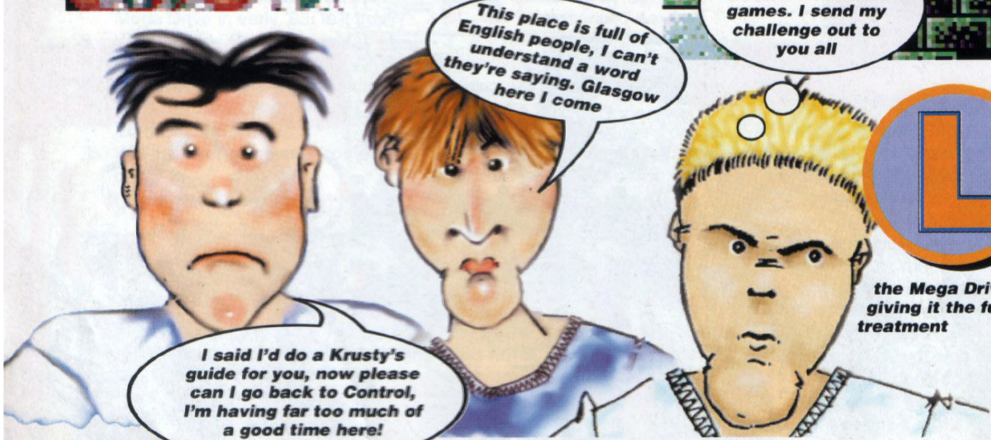


John's off to see boxer Billy Schwer, who will be challenging for the Commonwealth Lightweight title at the Albert Hall in October. He'll be giving his professional opinion on the quality of boxing games on the Mega Drive

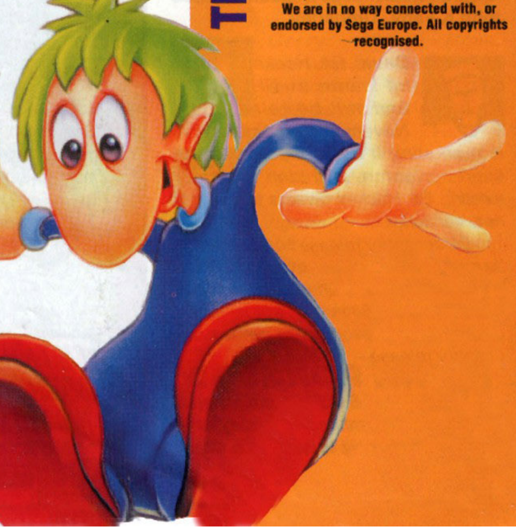
We'll have a full review of Prince of Persia on the CD. Will it exploit the Mega CD's potential and make a top quality game an excellent one?



Could John Madden have a competitor? We'll take a look at Acclaim's US release, Super High Impact to see if it can take the American football crown from EA's hugely successful John Madden


This place is full of English people, I can't understand a word they're saying. Glasgow here I come
Look I'm the best there ever has been at games. I send my challenge out to you all
I said I'd do a Krusty's guide for you, now please can I go back to Control, I'm having far too much of a good time here!

Lemmings are here. Next month the most addictive puzzle game ever arrives on the Mega Drive and we'll be giving it the full MAG review treatment



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